

THE OFFICIAL

STAR TREK[®]

FACT FILES 159



Kira Nerys & Gul Dukat
A complicated relationship



Klingons & Cardassians
Decades of conflict and bloodshed

Harsh Argrathi Justice
Making a prison of the mind



Data's Possible Futures
An android sees his destiny



Druoda Sentient Missile
A most unusual patient for the EMH

AMBASSADOR-Class Starships
Detailed plans and blueprints



U.S.S. VOYAGER NCC-74656
Warp and impulse propulsion systems

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 5

THE GAMMA QUADRANT



CHARTING
THE GALAXY

The discovery of a stable wormhole opens up the possibility of exploring the Gamma Quadrant, but the Federation soon learns that the region is controlled by a dangerous enemy.

Even at its closest point, the **Gamma Quadrant** is still 40000 light years away from **United Federation of Planets** space, and under other circumstances might have remained uncharted and unexplored for millennia. The discovery of a stable wormhole in the **Bajor system**, apparently created by a race of aliens who exist outside of linear time, has, however, provided a convenient short cut to this zone of space. Another wormhole, leading from **Barzan** space to an area in the **Denkiri Arm** of the **Delta Quadrant**, also opens briefly in 2366, but the phenomena proves to be highly unstable and collapses soon after.

The stable wormhole in the Bajor system is first discovered in 2369, by **Starfleet** officers

Commander Benjamin Sisko and **Lt. Commander Jadzia Dax** of space station **Deep Space Nine**. The wormhole brings the **Bajorans** newfound prosperity, especially welcome in the wake of the withdrawal of a **Cardassian** occupation force, and makes the planet an important strategic location.

New danger

The Bajoran wormhole terminates more than 70000 light years away from its point of origin, close to the **Idran trinary star system** in the Gamma Quadrant – a distance that would take a normal starship, traveling at **warp 9**, 60 years to traverse. Early years of exploration are largely without major incident, but throughout 2370 and 2371 the first inklings of a threat from the Gamma Quadrant begin to

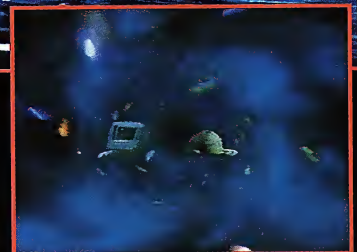


▲ The Bajorans believe that their gods live inside the stable wormhole leading to the Gamma Quadrant.

▶ A Starfleet shuttle and a FERENGI POD reach the Gamma Quadrant through the unstable Barzan wormhole.

rise to the surface. A vast interstellar power known only as the **Domion** starts to make its presence felt through vague reports and fragmentary contact.

Several nebulae and other stellar phenomena exist within the Gamma Quadrant, including



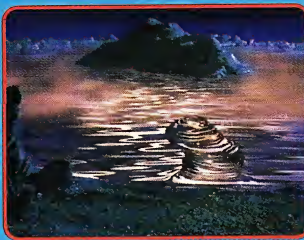
the **Chamra Vortex**, the **Jenkata** and **Omarion** nebulae, and **Obatta Cluster**. In addition to these locales, a number of other places of note exist inside Gamma Quadrant space. The planet **Meridian**, in the **Trialus system**, exhibits a strange life

Threatened by the Founders

The first mention of the **Domion** and its leaders, the **Founders**, reaches the Federation in 2370. Soon after, as the **Domion** becomes aware of the incursions into its space from the Alpha Quadrant, the situation worsens. The **Founders** inform the Federation that any ships encountered on their side of the wormhole will be destroyed, and they are not afraid to carry through on this threat – the New Bajor colony is razed by **Domion** troops in 2370. Over the next few years numerous Federation starships, including the **U.S.S. Proxima NCC-61952** and **U.S.S. Sarajevo NCC-38529**, go missing, presumed destroyed.



▶ In 2370, Odo is given reason to suspect that his mysterious origins may lie in the Gamma Quadrant. Dr. Mora Pol uncovers evidence of similar genetic material during a survey of the planet L-S VI.



▶ The Founders' natural state is a vast lake of sentient liquid, which they call the Great Link.



▶ The Founders abandon their homeworld in the Omarion Nebula when they learn of a planned attack by the Cardassians and Tal Shiar.

Quadrant	Delta
Planets	Several
Class	Various
Major powers	The Dominion
Life Forms	Most Gamma Quadrant life forms are humanoid. The Founders, however, exist in a natural liquid state. Many life forms have been genetically engineered or otherwise manipulated by the Dominion.
Features	The Gamma Quadrant contains many planets and nebulae, and even a world that phases in and out of physical existence.
Starship Log	STAR TREK: THE NEXT GENERATION 'The Price'; STAR TREK: DEEP SPACE NINE 'Emissary'





▲ *Dr. Julian Bashir is disgusted to learn that a race in the Teplan system has been infected with a terrible, incurable disease for daring to defy the Dominion.*



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 5

THE GAMMA QUADRANT



CHARTING
THE GALAXY



▲ *A salvaged JEM'HADAR ATTACK CRUISER provides Starfleet with new insights into its deadly Gamma Quadrant nemesis.*



▲ *The inhabitants of the planet Meridian cycle between physical and noncorporeal states, sometimes existing as pure energy.*

cycle by phasing into and out of the primary universe every 60 years; **Vandros IV** is covered with ruins from the **Iconian** civilization, a long-dead race thought to have originated in the **Alpha Quadrant**, who were gifted with the technology to create instantaneous gateways between worlds; **Saltah'na** is home to another perished civilization who stored their psychic essence in energy globes; and on a lunar penal colony, the **Ennis** and **Nol-Ennis** are locked in eternal combat.

A vast number of habitable **Class-M** worlds exist within the Gamma Quadrant, many of which are ripe for colonization. Once the wormhole is declared safe for general transit, settlements such

as **New Bajor** begin to spring up. Several Federation races, such as the **Andorians** and the **Tygarians**, establish independent trade with the colonists who build new homes here.

The installation of a relay station platform at the Idran end of the wormhole is an important development, enabling **subspace** communication to be maintained with ships and worlds on the other side.

New civilizations

By the mid-2370's, hundreds of planets and systems have been charted by Starfleet vessels such as the **U.S.S. Defiant NX-74205**. Botanical, mineralogical, and astrometric surveys

have been completed on **Torad IV**, **L-S VI**, **Kendi**, **Merik III**, and **Torga IV** among others. Several new races are encountered by representatives of Starfleet and other Alpha Quadrant species. The **Ferengi**, for example, are keen to explore new possibilities for trade.

As is found elsewhere in the Milky Way Galaxy, the majority of intelligent life forms are humanoid, although some do exhibit radically different physiology. Gamma Quadrant species of note include the **Karemma**, the **Argrathi**, and the **Paradans**.

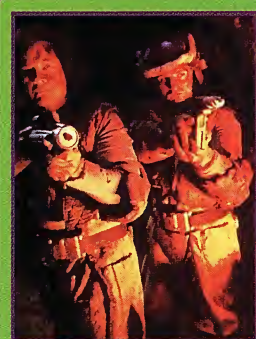
Not every race in the Gamma Quadrant is a potential ally for the Federation, however; the holdings of the Dominion are vast within the quad-

rant, and many native races fall under their control and jurisdiction. Dominion forces attempt to invade the Alpha Quadrant between 2372 and 2375; during this period, travel to and from the Gamma Quadrant is largely curtailed, and as such the status of much of the Dominion's realms is unknown. After the cessation of hostilities between the Federation alliance and the Dominion at the end of 2375, the **Founders'** power is suspected to be at an all time low, and it may be that some of the worlds previously subjugated by the Dominion have been able to break away and assume independence. At the war's end, the Gamma Quadrant is still a largely unknown

GALAXY FACTS

▶ *Tosk is the first Gamma Quadrant life form to travel through the Bajoran wormhole. He is escaping from the Hunters, who have bred him to be the prey in a ritual hunt.*

▶ *Travel between the Alpha and Gamma quadrants is briefly suspended between 2373 and 2374. The Federation uses self-replicating mines to barricade the entrance to the Bajoran wormhole, and thus prevent a Dominion invasion.*



▶ *The Ennis and the Nol-Ennis are cursed to fight an eternal battle. They were exiled to a remote moon on which microbes reanimate them after death, so that they may serve as an example to others.*

quantity – unstable, vast, and mostly unexplored, yet possessed of new worlds to investigate and new species to encounter.

Gamma Quadrant races

The Bajoran wormhole allows travel in both directions, and it is not long before races native to the Gamma Quadrant begin to make independent journeys through this remarkable gateway. Early visitors include **Tosk** and the **Hunters**, the game-playing **Wadi**, and the aggressive **Dosi**, all of whom find their way through the wormhole to **Deep Space Nine**.

It soon becomes clear that there are few planets that have not been affected in some way by contact with the Dominion. A number of Gamma Quadrant races have been exterminated or conquered by the **Jem'Hadar**, the soldiers of the Dominion, including the **Yaderans**, the **T-Rogorans**, and the **Teplans**. Among the Dominion-held star systems known to Starfleet Command are **Kylata**, **Kar-Tellos**, **Stakoron**, **Rakhar**, **Gavara**, and **Bopak**. The Dominion has often manipulated or influenced the natural evolution of many races, including the **Vorta**, a race of humanoids cloned and altered by the **Founders** to serve as facilitators, and the **Jem'Hadar**.



▶ *Minister Hanok of the Karemma Commerce Authority soon learns that the Ferengi drive a hard – and not always honest – bargain.*

▶ *Tosk travels to the Gamma Quadrant in a bid to escape the Hunters, a race whose ethics are very different to those of the United Federation of Planets.*

▶ *The Dosi are contacted by the Ferengi, who hope to use them to open trade links with other Gamma Quadrant races.*





THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 16B



THE
KLINGON
EMPIRE

KLINGONS & CARDASSIANS

The Klingons and the Cardassians have little more than their mutual enmity in common. Geography and economics prevent them from engaging in all-out war — at least until the Dominion draws both sides into one of the bloodiest battles the Galaxy has ever seen.

Between **Qo'noS**, the **Beta Quadrant** homeworld of the **Klingon Empire**, and the **Alpha Quadrant** empire of the **Cardassian Union**, lies an expanse of **Federation**-friendly space. For as long as the Federation remains at odds with the Klingons, this zone acts as a buffer, effectively separating the Cardassians from the Klingons.

In 2293, the Federation and the Klingons sign the **Khitomer Accords**, while this ushers in a new era of peaceful relations between these two groups, it removes the barrier between the Klingon Empire and the Cardassians. At this time, however, both races are resource-poor civilizations struggling for survival. Neither has anything the other wants.

Political battles

Over the next 35 years, the Cardassians and the Klingons manage to put their respective empires in order. In 2328, **Cardassia** indicates its expansionist intentions by annexing the planet **Bajor** and stripping its resources to build their emerging military machinery. By the early 2350's, Cardassian and Klingon ships have been crossing paths frequently, and the inevitable clash develops into what the Klingons call the **Betrekka Nebula Incident**. This localized dispute continues

for 18 years, during which time Cardassia also duels with the Federation and copes with pockets of **Bajoran** resistance.

By 2366, the arrogant Cardassians, who have underestimated their enemies, negotiate an end to their battles with the Klingon Empire and the Federation. Later in 2369, the humiliated Cardassians also abandon their operations on Bajor. For a time, the Klingons have little contact with their recent enemy, although individual Klingons who belong to the **Maquis**, such as **B'Elanna Torres**, remain an ongoing irritant to the Cardassians.

Outside influence

In 2371, the first known contact between the Federation and the **Dominion** occurs. After some initial skirmishes,

the Dominion confines its activities to the **Gamma Quadrant** — or so it seems. The following year sees a power shift on Cardassia, with governmental control passing to the civilian **Detapa Council**. **Chancellor Gowron** of the **Klingon High Council** believes this radical development proves that a Changeling from the Dominion has infiltrated the Cardassian ruling body. Fearing imminent Cardassian control of the Alpha Quadrant, the Klingons secretly launch a campaign to capture the Cardassian Union.

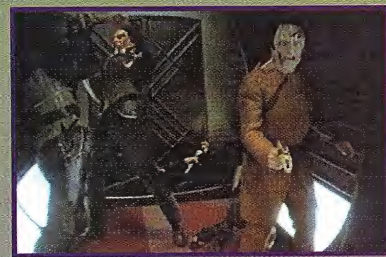
Gowron's military advisor **General Martok**, who is in fact the Changeling infiltrator, uses Federation station **Deep Space Nine** as a staging area for his troops, but **Commander Worf** discovers his race's



◀ In 2374, the Klingons help to retake **DEEP SPACE NINE** from a joint **Cardassian-Dominion** force.

◀ In 2372, Klingons and Cardassians come into conflict aboard space station **DEEP SPACE NINE**.

◀ In 2375, **General Martok** and **Commander Worf** lead a successful mission into **Cardassian** space to destroy the Dominion's **MONAC SHIPYARDS**.



CARDASSIAN DUPLICITY

Common link

In 2369, the research of Federation archeologist **Professor Richard Galen** brings together Federation, Cardassian, Klingon, and Romulan representatives to solve an ancient puzzle. Galen's work reveals that an ancient race left a computer program genetically encoded into the DNA sequences of species spread throughout the Alpha Quadrant. The group, led by Galen's former student Captain **Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**, agrees to cooperate. Cardassian **Gul Ocett**, however, follows her own agenda and tries to steal the prize by killing the other representatives — giving a hint of things to come.

◀ The research of **Professor Galen** reveals a four-billion-year-old message encoded into the DNA sequence of the humanoid **Alpha and Beta Quadrant** races, including long-time enemies the **Cardassians** and the **Klingons**.



◀ The Federation, Cardassians, Klingons, and Romulans come into conflict during a race to uncover the answer to an ancient puzzle.

GALAXY FACTS

After the victory of Federation, Klingon, and Cardassian forces over the Dominion, Captain Sisko, Admiral Ross, and General Martok meet on Cardassia Prime to celebrate.

The Klingons secretly provide the Maquis with 30 Class-4 cloaking devices to aid their struggle against the Cardassians.

In an alternative quantum reality, Cardassians serve on Federation starships.

intentions. The information in turn reaches **Elim Garak**, the Cardassian tailor on the station, who provides a few extra hours of warning to the Detapa Council. The Klingons capture the outer Cardassian worlds without much effort, but their hopes of also killing members of the Detapa Council and replacing them with Klingon governors is foiled by Federation forces, who protect the Council back on *Deep Space Nine*. In retaliation, the Klingons attack the station, forcing long-time enemies Garak and **Gul Dukat** to stand together in hand-to-hand combat against the Klingons, until Gowron finally withdraws his troops.

Devastation

The aftermath of this battle leaves Cardassia in ruins; the Klingons retain control of the outer Cardassian worlds, and the Khitomer Accords are abandoned. Cardassia is still at war with the Klingons, but can no longer count the Federation as a likely ally. Later that year, a tactical meeting to discuss the situation, scheduled to take place at the Cardassian outpost on **Korma**, is aborted when a *Klingon Bird-of-Prey* wipes out the remote station. Dukat, who has been reduced in rank to freighter captain, and **Major Kira Nerys** are

able to avenge this action and capture the Klingon ship.

For the next few months, Dukat uses the *Bird-of-Prey* to make life dangerous for Klingons crossing into Cardassian space. He then strikes a deal with the Dominion that he believes will make Cardassia the dominant force in the Alpha Quadrant. The Klingons are the first to suffer under this new alliance, as a fleet of **Jem'Hadar** ships moves through the outer planets, dislodging the Klingons from their recent gains.

In 2373, the Klingons learn the truth about 'General Martok,' and the Changeling impostor is killed. The Khitomer Accords are reinstated, the Klingons realign themselves with the Federation, the genuine Martok takes up residence on *Deep Space Nine* to oversee a detachment of Klingon warriors, and all sides prepare for the coming war.

Valuable allies

During the following year, Klingons play a key role in fending off Cardassian and Dominion forces. A notable example is when General Martok protects **Chief of Operations Miles O'Brien** and **Lt. Commander Jadzia Dax** while they install a network of **self-replicating mines** that successfully prevent Jem'Hadar troops from entering the Alpha Quadrant through the **Bajoran wormhole**.

The Guide to the STAR TREK Galaxy

FILE 11

CARD 16B

KLINGONS & CARDASSIANS



During his command of a **KLINGON BIRD-OF-PREY**, Dukat helps Captain Sisko's 'Klingon' spies infiltrate Gowron's Ty'Gokor stronghold.



also designed to guarantee the deceased Jadzia Dax's place in **Sto-Vo-Kor**, the Klingon afterlife.

Fall from favor

Later on that year, the Cardassians fall from the Dominion's favor, and are replaced as the dominant Alpha Quadrant allies by the **Breen**. **Legate Damar**, the Cardassian liaison, organizes a resistance force that distracts the Jem'Hadar and the Breen long enough for the Federation and Klingons to partially regroup. During the final Federation push to Cardassia, the Klingons and Cardassians finally discover

Gul Dukat collects personal Klingon war trophies from victories against the empire.



In 2372, full hostilities erupt between the Klingons and Cardassians when the Klingons launch a campaign to capture the Cardassian Union.

something they agree on – that the Dominion must be driven back to the Gamma Quadrant. Damar's ships provide the extra assistance that turns the tide for a Federation victory.

Back in 2370, Elim Garak gave **Dr. Julian Bashir** a copy of a Cardassian novel written by **Preloc** entitled, '**Meditations on a Crimson Shadow**'. The story centered on a fictional Cardassian-Klingon war in which the Cardassians were victorious, but as of 2375, fiction appears to be the only place that the Cardassians will be the winners in their long struggle with the victorious Klingon Empire.

MIRROR ALLIANCE

Dual ownership

In the mirror universe, the Klingons and Cardassians together form the **Alliance**, which defeats a Terran Empire left weak by the reforms of the half-Vulcan, half-human **First Officer Spock of the I.S.S. Enterprise**. In this alternate reality, the Klingon Empire and Cardassian Union claim joint ownership of **Terok Nor**, the space station in orbit of Bajor. The station is ruled by **Intendant Kira Nerys** and her Cardassian second-in-command, **Garak**.

On board the mirror **TEROK NOR**, Cardassian-Klingon cooperation is held firmly in check by the Cardassian **Garak**.



The Klingon-Cardassian alliance does not stop an incensed **Regent Worf** holding Garak in irons for his failures.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 100



OTHER GROUPS
AND RACES

THE ARGRATHI

The humanoid inhabitants of *Argratha*, though apparently welcoming toward other races, have an unusual approach to criminal incarceration — as careless visitors often discover to their cost.

The **Argrathi** are a race of bipedal humanoids. Their appearance is severe, with pale green skin, which hangs in folds upon their faces, and a tendency toward plump facial features. Males and females sport a small central chin ridge, and ridged foreheads that rise to a central nub-like protrusion just below the hairline. Their dark-colored hair is usually pulled tightly back, and their style of dress is severe and militaristic, comprising uniform boots, trousers, and a wide-shouldered jacket. Harness bands diagonally cross the chest and shoulders. Male and

female Argrathi appear to have equal social status.

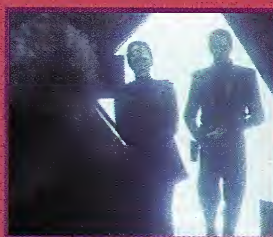
The Argrathi have reached a high degree of technological advancement in the fields of memory manipulation and implantation. This has had a marked effect upon their culture, especially in the area of penal jurisprudence.

Virtual imprisonment

Upon conviction, an Argrathi felon is subjected to a highly realistic time-compression process that creates artificial memories of a prison term that is served only in their mind. Physical incarceration on *Argratha* has, therefore, been replaced with an intricate, interactive, virtual imprisonment that leaves

the prisoner with genuine psychological scars from the time they believe they have served.

The memory-implantation process may take up to several hours, depending



The mental simulations may represent actual Argrathi prisons from before the race developed memory implantation technology.



The Argrathi prison wardens within the simulation are harsh and unsympathetic to the prisoners.

The Argrathi are a humanoid species, with pale skin. They dress in a severe style, wearing dark, militaristic uniforms.

OTHER CARDS IN THIS FILE...

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SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINEFile 70

NO CHANCE OF REFORM

Uncompromising

The Argrathi claim that their method of incarceration is humane, as no physical harm is done to the prisoner. It is certainly not as harsh as the death sentence, which is still carried out by the Federation for certain offenses. Nevertheless, if the virtual prison experiences are representative of actual Argrathi culture, it paints a dark, uncompromising picture of their race. There is no reform program, and there is no equivalent to Federation rehabilitation colonies such as Elba II.

Other alien races also use memory-implantation in their judicial systems, including the Baneans of the Delta Quadrant. In the case of murder, the Baneans transfer the final memories of the victim into the mind of the murderer, so that they will be forced to relive their victim's terror every 14 hours.

The Argrathi convict outsiders, as well as people of their own race, according to draconian laws of crime and punishment. Prisoners are implanted with the false memory of a long prison sentence; this has a torturous effect on their physical health and mental wellbeing.



Designation	Argratha		
Class	M	Quadrant	Alpha
Inhabitants	Humanoid		
Location	Unspecified, but it is within close proximity to DEEP SPACE NINE in the Bajor sector.		
Government	Authoritarian and repressive. Initiative and curiosity are strongly discouraged.		
Features	Argrathi prisons make use of natural caves in their construction.		
Laws	Argrathi law punishes its convicted felons by sentencing them to a memory implantation prison sentence.		
Starship log	STAR TREK: DEEP SPACE NINE "Hard Time"		



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 100

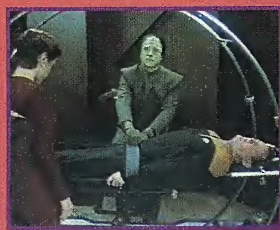


OTHER GROUPS
AND RACES

THE ARGRATHI



▲ **The Argrathi system is an extremely cost-effective technique. Punishment is carried out by a single officer, who implants the memory of serving a prison sentence.**



▲ **The memory implantation is carried out in a small dark room, and the prisoner is strapped to a metallic framework.**



▲ **The Argrathi allow a witness to be present for when the felon is brought out of the prison simulation.**

on the length of the desired sentence, and is regarded by the Argrathi as more efficient than conventional imprisonment. It is certainly less demanding on resources and personnel: this ingenious method saves the Argrathi government money on building and operating prisons. Crimes for which these sentences may be imposed on Argratha include sedition and espionage. The method is so thorough that even **Federation** medical technology cannot remove or amend an Argrathi memory implant by any means other than total erasure of the victim's memory.

Caves of justice

The Argrathi's claim that their unique method of punishment is more humane than other forms of justice is open to question, as the only examples demonstrated show a regime of unremitting harshness and neglect. During the virtual imprisonment of a prisoner, no gestures are made toward retraining or

rehabilitation. The structure of the cells in the Argrathi virtual prisons – presumably modeled on their previous physical counterparts – seems designed to depress and torment the inmates. The bleak, featureless cells have high ceilings and metallic security doors augmented by forcefields. The walls and sandy floor appear to be modifications of natural caverns. No recreational or exercise facilities are provided, and prisoners are only ever removed from their cells to undergo interrogation or punishment. Each memory is modeled, allegedly, on the psyche of the individual prisoner.

A traditional Argrathi meditation technique is the drawing of **Eseekas** – geometric shapes – to occupy and relax the mind and body. This pastime has become popular among prisoners as a survival skill, since the sandy floor of their cells lend themselves, at least, to this one simple diversion. The Eseekas are, however, regularly erased by the automated cleansing

field which sweeps the cells at regular intervals.

The Argrathi have a fiercely protective attitude toward their technology, one that borders on the paranoid. They do not discourage visits to their homeworld, but members of other races need to exercise great caution when asking questions or inspecting facilities, no matter how innocuous their interest might be. If such care is not taken, visitors are liable to be arrested for spying and subjected, via the Argrathi's highly compressed memory-implantation process, to a lengthy prison sentence before any steps can be taken to secure their release.

Unwilling victim

Deep Space Nine's Chief Miles O'Brien becomes just such a victim when he asks what are considered to be intrusive questions about the race's technology during

GALAXY FACTS

- ▶ A staple of the Argrathi diet is the chee'lash fruit. It cannot be replicated by Federation technology.
- ▶ An indigenous Argrathi scavenger is the reeta-hawk, a bird that feeds on carrion.
- ▶ The Federation has experimented with the use of memory treatments: Dr. Simon Van Gelder develops a neural neutralizer, designed to erase criminal thoughts.

a routine visit to Argratha in 2372. The chief is forced to undergo a 20-year sentence for the crime of espionage, and has to be given a great deal of counseling upon his return to the station.

The Argrathi authorities show no sign of guilt over the traumatic effects of their actions, and appear indifferent to any social or diplomatic consequences that might follow. This suggests they have little interest in becoming full members of the **United Federation of Planets**.

O'BRIEN ON THE BRINK

Cellmates

In 2372, Chief Miles O'Brien is convicted of espionage by the Argrathi and implanted with the false memory of a 20-year prison sentence. The experience is so severe that even after returning to *Deep Space Nine* from Argratha, the chief is still traumatized by the false memories. He refuses to visit the station's counselor, and becomes moody and withdrawn. In Quark's bar, O'Brien becomes aggressive toward the Ferengi barkeep when he is not served quickly enough. Even with his own family, O'Brien is quick-tempered and impatient with his young daughter Molly. Unknown to his friends and colleagues, the chief has been keeping one fact about his virtual incarceration a secret – his murder of his cellmate, Ee'Char. O'Brien 'remembers' killing his Argrathi friend after he falsely suspected him of hoarding some food.



- ▶ **Ee'Char introduces O'Brien to the popular Argrathi pastime of Eseekas – the drawing of geometric shapes.**
- ▶ **Ee'Char continues to appear to Chief Miles O'Brien after his release, and helps him come to terms with his guilt.**
- ▶ **Ee'Char is O'Brien's cellmate in the Argrathi prison simulation. He is a kind man, and lends the chief much-needed emotional strength.**



SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

WARP AND IMPULSE ENGINES

Intrepid-class starships are designed for long-term, deep space exploration, and must function far from Starfleet repair facilities during most of their service lives. A reliable propulsion system is therefore a necessity.

To fulfill the *Intrepid* class's mission of deep space exploration, Starfleet's Theoretical Propulsion Group develops new warp engines that utilize innovative technology and emphasize sustainable high warp speeds. This untried propulsion system is put on trial shortly after the U.S.S. *Voyager* NCC-74656 leaves the *Utopia Planitia Fleet Yards* in 2371.

The basic warp process remains unchanged on *Voyager*. A supply of matter and antimatter (in the form of deuterium) is carefully injected into a **matter/antimatter reaction chamber**, and the resulting energy is allocated between **EPS conduits** and the **plasma injectors**. The latter energize the port and starboard **warp field generator coils**, which create the **subspace** fields necessary for warp travel.

Safe and efficient

Intrepid-class ships cruise at **warp factor 9.975**. In comparison, the *Galaxy*-class U.S.S. *Enterprise* NCC-1701-D cruises at **warp 6** with a maximum velocity of **warp 9.2**. *Voyager*'s systems include a refinement that ensures speeds beyond **warp 5** will not weaken the fabric of spacetime, a factor that had previously limited sustained high speeds. In addition, some portions of the *Intrepid*-class computer system are enhanced with **bio-neural circuitry**. This works much faster than **isolinear optical circuits** to monitor, calculate, and make minute real-time adjustments to warp engine systems, such as the injectors and magnetic constrictors, resulting in a greater efficiency.

Voyager still relies on **dilithium crystals** – the only element that remains unchanged when struck by antimatter under high-frequency electromagnetic conditions – to operate the matter/antimatter reaction chamber. *Voyager* has facilities to recrystallize dilithium and can

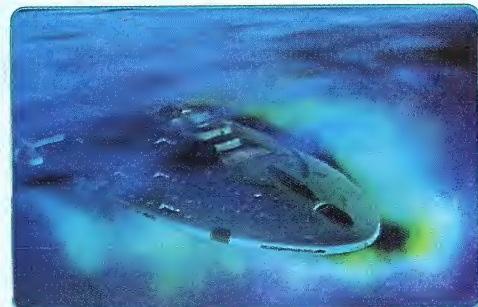
also refine raw supplies of the mineral, though it can take up to three days to get this facility on line. In 2372, the *Voyager* crew also discover a new variety of dilithium crystal that seems to offer the chance to develop a **transwarp** drive. The experiment is mechanically successful, but the process is deemed unsafe for living beings.

Unique differences

Voyager's warp engines do not have to share power with other, less essential systems. For example, the **holodeck** system has its own power matrix. Another striking difference between *Intrepid*-class vessels and previous Starfleet designs is visible to the naked eye: the **vari-geometry outboard nacelle**. The most efficient ship's profile for warp travel varies depending on the environmental conditions. On *Voyager*, the nacelle support pylons can adjust position depending on surrounding conditions and velocities, creating the most efficient subspace bubble for that environment. The vari-geometry system is computer-controlled and makes a quantifiable improvement during long-term, high-speed voyages.

Intrepid-class ships are also equipped with a standard impulse drive, the slower-than-light propulsion system that uses deuterium fuel in a fusion reactor to create helium plasma. This plasma is then released via the **impulse flow regulator** through vents aft of the ship's saucer section. Full impulse speed – needed for short jaunts, when assuming orbit, or entering spacedock – is one-fourth the speed of light.

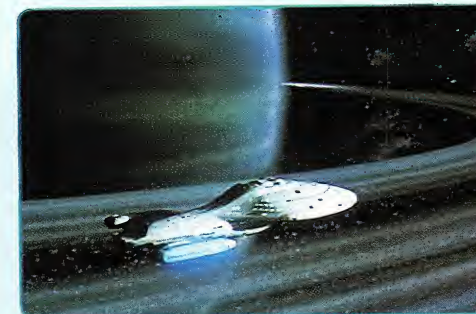
During *Voyager*'s long journey back to the **Alpha Quadrant**, several alien technologies are uncovered that promise to enhance the performance of the ship's warp and impulse engines. For example, the **spatial trajector** developed by the **Sikari** folds space and sends



▲ The U.S.S. VOYAGER is propelled by warp and impulse drive systems. The basic components aboard the vessel have been in use for more than 100 years.



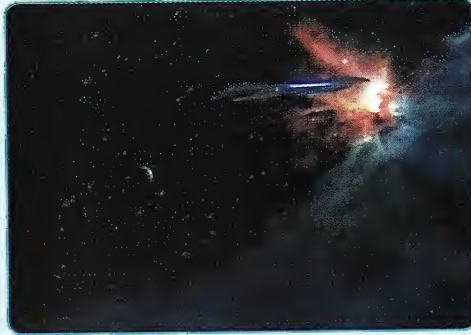
▲ An INTREPID-class ship is compact and constructed of lightweight materials. This means its propulsion systems have less internal volume to overcome.



▲ Stranded in the Delta Quadrant, VOYAGER's sensors are always on the alert for dilithium and other raw materials needed for fuel, maintenance, and repair.



▲ The new propulsion systems installed on VOYAGER are truly put to the test when the ship is propelled into the Delta Quadrant. Its crew must rely on the warp engines to carry them across 70000 light years to home.



▲ VOYAGER initiates warp in the same way as other Starfleet ships. Deuterium is injected into the matter/antimatter reaction chamber and the resulting energy is fed to the EPS conduits and plasma injectors.



▲ The energy coming into VOYAGER's EPS conduits then feeds the port and starboard warp field generator coils. This process creates the subspace field, and the ship is propelled to warp speed.

FILE 29 U.S.S. VOYAGER NCC-74656

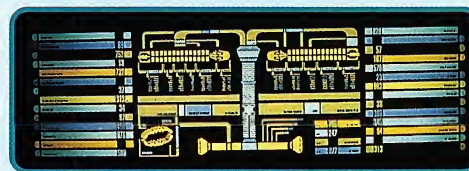
objects 40000 light years in a blink. When the trajector is installed in *Voyager*, however, the device's **antineutrino field** nearly causes a catastrophic warp core breach. Sometimes other life forms seize *Voyager* and make their own adjustments to the propulsion systems. For example, the **Borg** create an **interdimensional singularity** for the ship.

Alien improvements

Alien methods of power generation and space travel also help speed *Voyager* along its way. When **Kes** turns into an energy being in 2374, she energizes *Voyager's* warp core to over 120 percent power output and tosses the ship 9500 light years closer to home. In 2372, **Q** visits the ship to argue against allowing **Quinn** to commit suicide; the superbeing shows Janeway that he can take *Voyager* home with just a snap of his fingers.

On another occasion, an encounter with the 29th-century **Timeship Aeon** accidentally propels *Voyager* to 20th-century Earth. The *Aeon* is capable of returning *Voyager* home to

the same location in its own time, but the ship's officers conclude that such a solution would violate the **Temporal Prime Directive**. Instead, the crew must learn to appreciate the *Intrepid*-class vessel's safe and reliable propulsion system in their efforts to return home.



Some of the **isolinear optical units** found in the computer systems of other Starfleet vessels have been replaced by faster **bio-neural circuitry** aboard the U.S.S. VOYAGER.

The systems that provide high-warp speeds have been greatly improved upon for the **INTREPID** class. No appreciable changes have been made to the layout of Main Engineering, however, and impulse drive systems also differ little from previous design specifications.



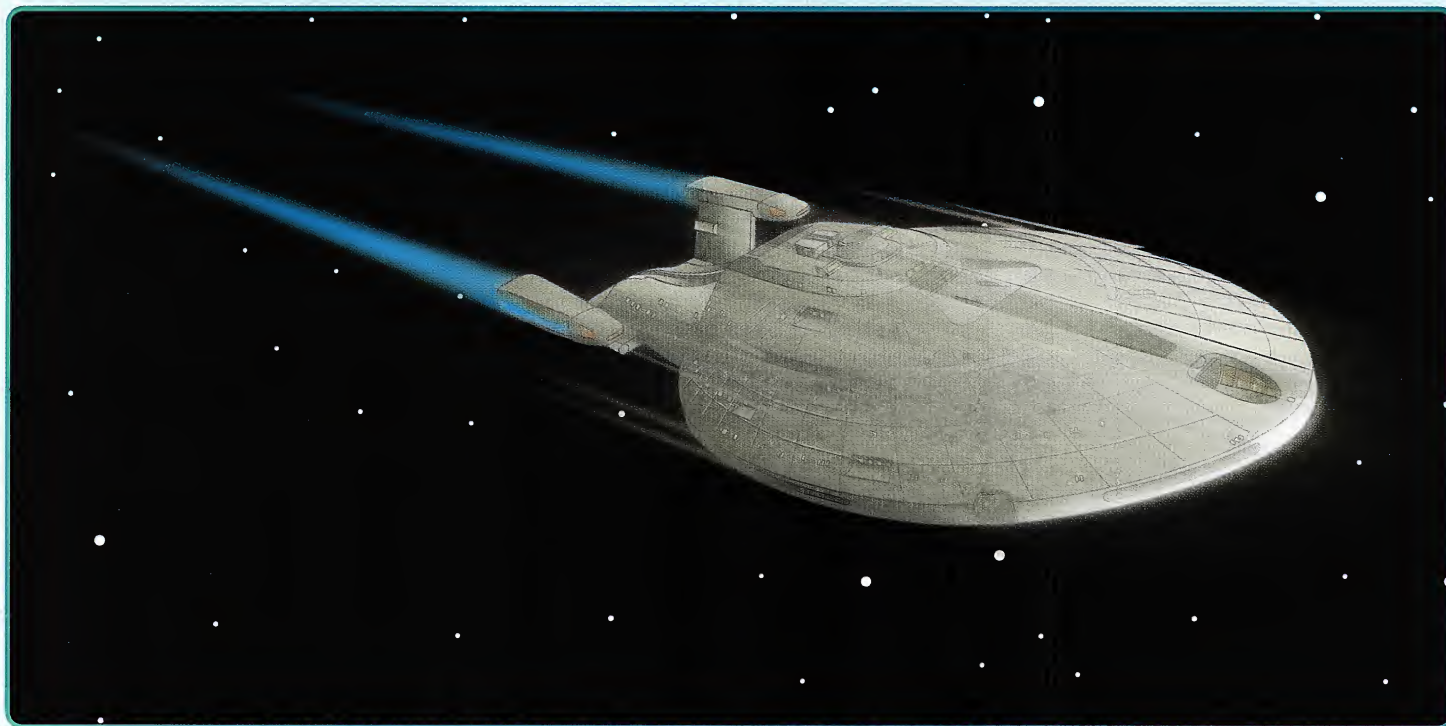
INTREPID-class starships are designed with a streamlined, warp-friendly hull shape that allows them to cruise with ease at high-warp velocities.



Like other vessels of its class, VOYAGER is designed with vari-geometry outboard nacelles. This system allows the ship to alter its profile to differing external conditions.



The vari-geometry outboard nacelles create the most efficient warp bubble by adjusting the position of the nacelles' support pylons up or down.



In space, the U.S.S. VOYAGER is a graceful sight as it breaks the warp barrier. Its streamlined shape cruises through the stars at warp speeds reaching 9.975. Propulsion systems aboard **INTREPID**-class ships are also equipped with an advanced design feature that protects the fabric of space and time from being disrupted by warp speeds above factor 5.

FILE 34 THE KLINGON FLEET

The I.K.S. T' Ong

The crew of this *Klingon sleeper ship* are in for a shock. In the years since they set off on their mission, their race has made peace with the Federation.

The Klingon ship *I.K.S. T' Ong* is a *K't'inga*-class **Battle Cruiser**, but its primary mission is one of deep space exploration rather than war. Launched in 2290, under the command of **Captain K'Temoc**, the *T' Ong* was sent on a mission beyond the **Boradis star system**. Due to the extended length of the voyage, the entire crew was placed into a form of suspended animation.

At the time of the ship's launch in the late 23rd century, the **Klingon Empire** and the **United Federation of Planets** were sworn enemies engaged in ongoing warfare. The sleeping crew are unaware that during their long slumber, the two Galactic superpowers ceased hostilities and agreed to a series of peace treaties. By the time the ship returns from its mission, the Boradis system has been colonized by the Federation.

The *T' Ong* is a ship caught between the old era of war and the new era of cooperation. When the crew finally awoken in the territory of their former enemies, they will follow the standing orders given to them at the beginning of their mission: to fire on Federation targets. The 13 Federation settlements in the Boradis system have only minimal defenses; the *T' Ong*'s aged **disruptors** are capable of wiping them out.

Fortunately, **Starfleet** is given an early warning when it intercepts an automated message from the *T' Ong* intended for **Klingon High Command**. The message reports that the ship will soon reach its destination, where the crew will be revived. Starfleet has no prior knowledge of the *T' Ong*'s mission, but its launch during a period of war convinces **Starfleet Command** to expect the worst possible scenario. Starfleet dispatches its nearest ship – the **U.S.S. Enterprise NCC-1701-D** – to the region at once. To assist in the mission, **Special Emissary K'Ehleyr** – who is half-Klingon and half-human – is sent to rendezvous with the *Enterprise*.

A ship out of time

The *T' Ong* has many limitations in comparison to the technologically advanced vessels in existence 75 years after its launch. For example, the *Battle Cruiser*'s **cloaking device** is an early-generation model that does a poor job of blocking gamma ray output. An opposing ship's crew can tune their sensors to a particular band that perceives these rays, and thus locate the cloaked vessel. Consequently, when the *Enterprise* and the *T' Ong* come into contact, **Captain Jean-Luc Picard** and his crew have the technological advantage. The *T' Ong* immediately fires upon the *Enterprise*, but does little damage to the modern ship's superior shields. When the *T' Ong* cloaks, **Chief Engineer Geordi La Forge** is still able to pick up the ship on sensors and follow it.

Yet even with these tactical advantages, the *Enterprise* must still use great care in dealing with the *T' Ong*. K'Ehleyr initially insists that destroying the Klingon ship is the *Enterprise*'s only option; it will be useless trying to explain the new political situation to the *T' Ong*'s crew, as "Klingons of that era were raised to despise humans." Nor is disabling the ship an option, as the Klingon warriors will destroy the vessel rather than let it fall into enemy hands.

The fact that the exact details of the *T' Ong*'s original mission is unknown also creates tension.



The *I.K.S. T' ONG* returns from its long sojourn unaware that the system in which it had a prearranged rendezvous has since been colonized by the Federation.



The Federation crew of the **U.S.S. ENTERPRISE** must either convince the Klingons that the war is over, or else blast the ship from existence.

K'Ehleyr is convinced that the ship was on a top-secret military mission, which explains why there is no entry on it in the *Enterprise*'s information library. She feels that the ship's assignment is irrelevant, however; once **Captain K'Temoc** sees a Federation target, he will attack it.

Captain Picard continues to demand that his crew find an alternate solution to destroying the *T' Ong*, and the explosive situation is eventually defused by **Lt. Worf**. The Klingon Starfleet officer not only convinces a suspicious K'Temoc that the war is over, but also that the two races are working together much more closely than is actually the case. He claims that he and K'Ehleyr are the captain and first officer of the Starfleet crew aboard the *Enterprise*. K'Temoc and his subordinates initially refuse to believe this claim, but 'Captain' Worf angrily tells him that firing upon the *Enterprise* will be considered an act of treason against the Klingon High Command, and threatens to destroy the *T' Ong* unless its shields are lowered immediately.

The Klingons are not known for surrendering, but K'Temoc is willing to yield his ship to another Klingon. This allows K'Ehleyr to beam aboard the *T' Ong*, take command, and gradually inform the crew about the vastly different situation to which they are returning.

The crew's extended period of sleep, later reawakening in a completely different era, and ultimate surrender to a Federation vessel, all make the *T' Ong*'s adventures far from typical for a *Klingon Battle Cruiser*. Rather than viewing these experiences as a threat to the sacrosanct concept of Klingon honor, however, the *T' Ong* crew are granted a unique opportunity to reflect on a pivotal moment in Klingon and Federation history.



Special Emissary K'Ehleyr warns that **Captain K'Temoc** and his crew are from an era in which Klingons were taught "to despise humans."



Worf takes the captain's chair with K'Ehleyr as his first officer. A female captain would be even harder for the *T' ONG* to accept than peace.



Worf informs **Captain K'Temoc** that if the *T' ONG* fires on the **U.S.S. ENTERPRISE** it will be seen as an act of war, and he will be guilty of treason.

The I.K.S. T'Polng

The I.K.S. T'Polng is a tough, durable sleeper ship that has kept its crew safe for nearly a century.

The main sensor is especially important on a ship such as the T'ONG, as the sleeping crew need an effective early warning system.

The T'ONG's warp nacelles are relatively small compared with those found on contemporary Federation vessels.

The T'ONG has two warp nacelles, but its return trip still takes more than eight decades to complete.

The T'ONG is fitted with numerous weapons, such as this disruptor, but appears to have avoided conflict during its long journey.

The space energy matter sink at the rear of the ship draws in matter and converts it into power. This capability allowed the T'ONG to collect fuel as it traveled, rather than having to take along with it from the beginning.

Once the sleeping crew have been revived, they address the U.S.S. ENTERPRISE NCC-1701-D from the TONG's bridge.

On ordinary KLINGON BATTLE CRUISERS, the front section of the ship contains the life support systems. It is unknown exactly what additional systems are located on the T'ONG.

Actual Size Comparison

H'i'inga-class
Klingon Battle Cruiser
Length: 349.5m

Vor'cha-class
Klingon Battle Cruiser
Length: 482m





FILE 47 BAJORAN PERSONNEL

Kira Nerys and Gul Dukat

Gul Dukat sees his numerous attempts to manipulate Kira Nerys as a metaphor for his relationship with Bajor. Kira embodies her race's fighting spirit — if Dukat can break her to his will, then he can break all of Bajor.

The relationship between **Kira Nerys** and her nemesis **Gul Dukat** is a study in opposites; Kira's pure, white-hot passion for her world and her people's freedom stands in stark contrast to Dukat's desire for power and control. Beneath the surface, however, complex and powerful emotions are at play between the **Bajoran** woman and her hated **Cardassian** enemy.

Kira first encounters Gul Dukat in 2365; at this point, **Bajor** is still under the yoke of the Cardassian occupation, and many of Kira's fellows are working as slave laborers aboard the orbiting ore processing station **Terok Nor** (later known as **Deep Space Nine**.) Dukat, as **Prefect of Bajor**, freely admits to his interest in the company of

Bajoran women, and waylays Kira while she is on the station. Unknown to the Prefect, however, Kira has become a noted freedom fighter in the **Shakaar resistance cell** on Bajor, and her arrival on **Terok Nor** is part of a secret mission to recover a list of Bajoran collaborators. Kira escapes to pursue her task, but Dukat's interest in her remains in place, surfacing years later when the Cardassians withdraw from the planet in 2369.

Equal footing

In the aftermath of the Cardassian withdrawal, Kira becomes a major in the **Bajoran Militia** and is granted the post of first officer aboard **Deep Space Nine**. She soon encounters Gul Dukat on a regular basis, as the Cardassian leader takes every available

BITTER ENEMIES

2365: Kira Nerys and Prefect Dukat meet for the first time aboard the Cardassian space station **Terok Nor**.

2369: The Cardassians withdraw from Bajor. When Dukat and Kira next meet, she is serving as first officer aboard the station **Deep Space Nine**.

2371: Kira helps save Dukat and the Detapa Council from the Klingons. She also assists in the rescue of Tora Ziyal from a Breen prison colony.

2374: Dukat kills Kira's close friend Jadzia Dax.

2375: Kira and Dukat meet for the final time on **Empok Nor**.



▲ During their long and fraught association, Kira Nerys continually hopes that Gul Dukat will one day pay in full for his crimes against her people.

opportunity to check up on Bajor and his former command. Kira's loathing for the cunning Dukat is clear, and in her more hot-tempered moments she makes no secret of the fact that she would rather see him dead, preferably by her hand. Dukat, however, is intrigued by the feisty

major, and in later years confesses to some degree of attraction to Kira — much to her disgust.

Mixed feelings

During 2371, Kira and Dukat cross paths a number of times; at this stage, the ambivalence between them is strong, although in more

compassionate moments Kira's emotional guard wavers toward the Cardassian. When the invading forces of the **Klingon Empire** attempt to kill Dukat and Cardassia's ruling **Detapa Council**, Kira is among the **Deep Space Nine** crew who save them from assassination; later,



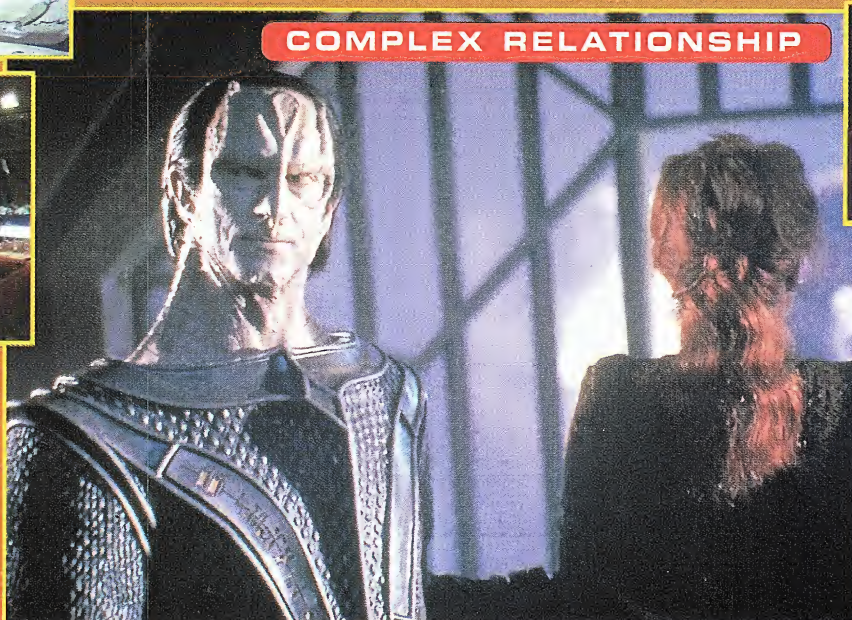
★ Bond

Dukat often tries to exploit the one bond he and Kira share — their love for his illegitimate half-Bajoran daughter, Ziyal.



★ Revenge

Gul Dukat often revisits his former command, but Kira makes no effort to hide her contempt for him.



COMPLEX RELATIONSHIP



★ Admiration

Dukat seems to admire his long-time enemy, while Kira has on occasion let down her guard.

★ First meeting

Kira Nerys and Prefect Dukat first meet on **TEROK NOR** in 2365. Kira is sent to kill a Bajoran collaborator who is living on the station.

Kira Nerys and Gul Dukat



★ Temporary alliance

During hostilities with the Klingons, Dukat and Kira acquire a **KLINGON BIRD-OF-PREY**.

★ Personal feelings aside

Kira puts aside her hatred for Dukat and serves aboard his **BIRD-OF-PREY** for a short time.

she reluctantly joins Dukat on a mission to a **Breen** prison colony where the Cardassian's illegitimate half-Bajoran daughter, **Tora Ziyal**, is being held. Kira's subsequent friendship with Ziyal leads – for a time – to a softening of the major's attitude toward Gul Dukat, as she glimpses the love he has for his estranged daughter. Kira even develops a smidgen of respect for Dukat when he opts to return to Cardassia Prime with Ziyal, knowing that this action will cost him his power and position in the **Central Command**. Indeed, the next time they meet, Dukat has been stripped of his prestigious postings and put in charge of a lowly freighter vessel. With Kira's help, Dukat and his crew capture a **Klingon Bird-of-Prey** and take off to fight the Klingons as privateers – but not before Dukat offers Kira a permanent place on his crew. The major refuses,

★ Evil leader

In 2375, Kira attempts to expose the deception behind Dukat's leadership of a **Pah-wraith** cult.



"You're an opportunistic, power-hungry dictator, and I want nothing to do with you."

— Kira Nerys to Gul Dukat

friendship with Kira as a foil, he attempts to ingratiate himself with the major. Kira is briefly taken in by Dukat's overtures, but she soon realizes that the scheming gul wants only to dominate her, as he hopes to dominate the entire **Alpha Quadrant**.

Deserved fate

Kira's rejection of Dukat may well be a factor in the Cardassian leader's descent into madness, following the tragic death of Ziyal on **Deep Space Nine** in 2374. Dukat is paralyzed with grief over the untimely death of his daughter, but he soon returns to his evil schemes of revenge against the Bajorans. Later that same year, Kira's hatred for the Cardassian is no doubt

strengthened when the **Pah-wraith**-possessed Dukat murders her good friend **Jadzia Dax**.

Shortly before Dukat perishes in 2375, the two enemies meet face-to-face for the final time on the abandoned Cardassian space station **Empok Nor**. Kira verbally spars with Dukat as he attempts to manipulate a group of Bajoran zealots into believing that he is the chosen voice of the **Pah-wraiths**, evil entities frequently mentioned in ancient Bajoran religious texts. Kira breaks Dukat's hold over the cultists, but she is ultimately denied the satisfaction of personally bringing the Cardassian to trial for his myriad misdeeds.

Instead, the brave Bajoran takes satisfaction from the irony that her terrorist expertise is needed to help Dukat's race depose the tyranny of the Dominion, with whom he chose to ally them. His evil is finally wiped from the face of the universe by the **Prophets**, the deities of Bajor from whom Kira draws so much of her remarkable strength and courage.

DARK REVELATION

Past secrets

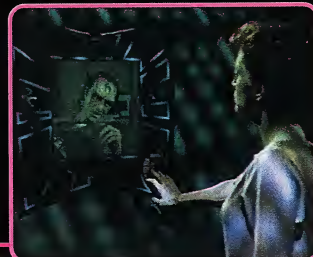
In 2374, on the anniversary of the death of Kira Nerys's mother, Dukat reveals that he took Kira Meru as a lover during the Cardassian occupation. In 2346, Meru was removed from her family to become a Bajoran 'comfort woman' on **Terok Nor**. Here she caught the eye of Gul Dukat and became his lover for seven years. In return, her husband and children received lifesaving extra rations of food.

▶ Disbelief

Initially, Kira does not believe Dukat's claim that her mother was his lover.

▼ Sacrifice

Kira Meru sacrificed her own dignity to ensure the survival of her family.



◀ Hard truth

Kira Nerys uses the **Orb of Time** to travel back into the past, and so learns the truth about her mother and Dukat.

Data's Potential Futures

Unlike his colleagues on the *U.S.S. Enterprise NCC-1701-D*, Data has the potential to live forever. He is free to determine his own future, but some glimpses into alternate timelines have suggested what may lie in store for this resourceful android.

Most intelligent life forms scattered throughout the Galaxy are mortal, organic beings: they are born, live, eventually grow old, and die. This is a fundamental fact, an undeniable matter of existence – yet to the android known as **Data**, aging and death are foreign concepts. Data is an inorganic machine with a **positronic brain** and a body constructed of **tripolymer composites, molybdenum-cobalt alloys, cortenide, and duranium**; he has the potential to continue to function without change or need of repair for centuries.

Even to short-lived life forms, the future is usually uncharted territory. Over the course of Data's career, however, serving as a bridge officer aboard the *U.S.S. Enterprise NCC-1701-D*, he and his fellow

crew members have on several occasions encountered strange phenomena, or extreme temporal events that have allowed them to glimpse potential, alternate futures that may still come to pass.

Academic future

In 2370, **Captain Jean-Luc Picard** witnesses perhaps the most radical and intriguing potential future for Data when he experiences an **anti-time future**, 25 years on. Picard is sent into this scenario by **Q**, and is subsequently 'dislocated' in time, slipping between this possible future, the present day, and 2364, when he first took command of the *Enterprise*. During his unplanned excursions into the anti-time of 2395, Picard enlists the help of a number of former *Enterprise* officers, including Data, who is no longer

DATA IN THE FUTURE

STARDATE: 41697

EXPERIENCE: Data is caught in a time ripple that allows three versions of himself to coexist. They are reintegrated when the temporal disruption is repaired.

STARDATE: 42523

EXPERIENCE: Data meets Commander Bruce Maddox, who hopes to create duplicates of Data for future use.

STARDATE: 44286

EXPERIENCE: In a false future constructed from Riker's memories, Data is first officer of the *U.S.S. Enterprise NCC-1701-D*. This portrayal of the android shows that Riker believes him capable of command.

STARDATE: 479887

EXPERIENCE: Data learns that Captain Picard glimpsed a future in which Data has become a university professor.



▲ In **Q's** anti-time future, Data has come close to achieving the humanity he has always sought. Surrounded by his pet cats and fussed over by his housekeeper Mrs. Jessel, Data learns to relax.

PROFESSOR DATA



★ Scientist

Data has always been inquisitive and keen to learn. In the anti-time future he pursues an academic life that allows him to follow in the footsteps of such famous scientists as Newton and Hawking.



★ Domestic

Data does not eat or drink but has his housekeeper, Mrs. Jessel, make tea for his guests.

★ Beautiful home

Data's rooms look out over the ancient main court of King's College.

a member of **Starfleet** and has instead been awarded a prestigious civilian scientific post back on Earth.

The Data of this future has taken a fellowship at Cambridge University in England, holding the revered position of Lucasian Chair of Mathematics, a

standing granted in the past to such scientific luminaries as Sir Isaac Newton and Professor Stephen Hawking – both of whom were favorite poker partners of Data's on the *Enterprise's* holodeck.

As an android does not age organically, the older Professor Data is physically unchanged, but he has dyed a streak of gray into his hair to give him a more distinguished look. His

manner is more relaxed and 'human,' clearly he has learned how to express emotions, no doubt due to the installation of the emotion chip manufactured by his creator **Dr. Noonien Soong**. He smiles and laughs, and his previous inability to use linguistic contractions has vanished.

Old loyalties

Quietly ensconced in his home, along with many pet cats and his housekeeper **Mrs. Jessel**, the android is quick to drop everything in order to help his old friends and former captain. The passage of time has not dulled his sense of loyalty

"I have found that a touch of gray adds an air of . . . distinction."

— Data to Geordi, on his new hairstyle

Data's Potential Futures

★ Friends come first

In all his possible futures, Data retains his loyalty to his friends. In the anti-time future created by Q he immediately provides help when asked.



★ Second in command

In a fantasy scenario created by Barash, Data wears the red shirt of command, and serves as Captain Riker's first officer.

and duty. Data's life in this potential future shows a life path that is equally likely as any other – here, he has stepped away from the exploratory challenges of life as a Starfleet officer, eschewing the possibility of one day commanding his own starship for the academic pursuits of hard science, pushing back the frontiers of knowledge in the laboratory and passing this insight on to his students.

Once back in the present, Captain Picard informs Data and the other senior officers of the anti-time future and the *Enterprise* he encountered there. The events that follow, however – such as the destruction of the *U.S.S. Enterprise NCC-1701-D* on *Veridian III* – invalidate incidents from this alternate reality.

Another potential future for the android officer is experienced by **Commander Riker** in 2367. Riker awakens after passing out on an away mission to the planet **Alpha Onias III**, only to discover that he has apparently suffered a memory loss and that the actual date is 2383 – 16 years in the future. In this ersatz timeline, Riker holds the rank of captain aboard the



Enterprise, and Data serves alongside him as his first officer. The android has changed career track, moving from Starfleet's science and operations division to command.

False prophecy

The scenario witnessed by Riker is, in fact, the first element of an elaborate fabrication created by an alien child named **Barash**, who uses his mental powers to create a scenario that will keep Riker on the planetoid for company. Barash's potential future is constructed from elements extracted from Riker's mind and memories, and shows that he considers Data quite capable of stepping up the career ladder to command a starship. A year later, in 2368, Data proves Riker correct when he takes the temporary post of captain aboard the *U.S.S. Sutherland*, as part



★ The future is androids

Commander Bruce Maddox envisages a future in which entire ships may be crewed by androids such as Data.



of Starfleet's blockade of the **Romulans**.

Whatever course the future takes, the years that stretch ahead of the android Data remain

unwritten. For now, he appears content to continue serving in Starfleet under the command of Captain Picard aboard the *U.S.S. Enterprise NCC-1701-E*.

DOUBLE DATA

Time paradox

Data faces future versions of himself for one odd moment in 2364. The android officer has been sent to the planetoid **Vandor IV** to inject a quantity of antimatter into a temporal distortion. It is hoped that this will stop the dangerous ripples of temporal instability emanating from the facility, but before he can complete the task, he succumbs to one of the ripples. Different time streams overlap for a few seconds, and Data sees two other versions of himself in the room. To these 'earlier' Datas, he is in the future. Working together, the trio manage to collapse the distortion, leaving a single Data once again. Such are the oddities of temporal displacement.

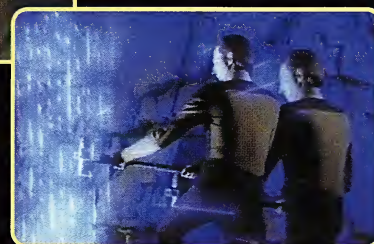
▶ Repeat performance

Data is surprised to encounter a second version of himself while trying to collapse a temporal distortion that was created during ill-advised experiments by Dr. Paul Manheim.



◀ And again

The situation becomes even more complex when yet another temporal copy of Data joins the fray.



▶ Three into one

The android works with his temporal duplicates to seal the rupture. They soon restore the spacetime to its normal, linear state containing a single Data.

★ Difference of opinion

Lt. Commander Hobson does not think that an android can be a suitable starship captain.

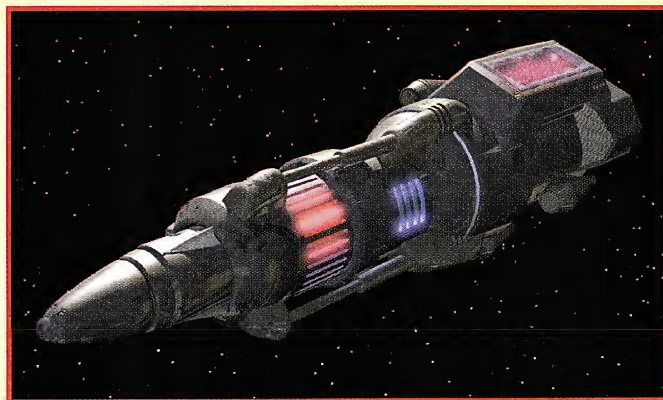
★ Earning respect

Aboard the U.S.S. SUTHERLAND, Data proves that he could be an excellent commander.



Sentient Missile

The sentient missiles developed by the **Druoda** are programmed with artificial intelligence, allowing them to react to external influences and even question their mission directives.



▲ The **DRUODA SENTIENT MISSILE** is a sleek-looking device that incorporates powerful weaponry. This sentient warhead is unrelenting in pursuit of its target.

In 2372, the **Druoda** race of the **Delta Quadrant** design sentient weapons of mass destruction during their war with **Salinia Prime**. Officially classified as **Series-5 long range tactical armor units**, the sentient missiles are launched from the **Strategic Command Matrix** on Druoda.

Their mission directive is to traverse enemy space and circumvent all attempts to deter them. The missiles' sentience – achieved by the use of complex **bioneural circuitry** – gives them the remarkable ability to make decisions about how to deal with unexpected factors they encounter en route if and when such situations occur, freeing the Druodans from having to constantly monitor the weapons' long flight.

The weapons' 'language' consists of duotronic algorithms, which organic beings can use to communicate directly with them via a computer translation matrix. Communication with and between the warheads utilizes a modulated algorithm that enemy forces should find impossible to duplicate. New orders and confirmation codes can be sent securely, although any orders received by units that are closer than two light years from the target will

be ignored. In addition to a change of orders, a confirmation code must be received outside of the targeting threshold in order for the missiles to deactivate or destroy themselves.

Small and sleek

Considering that each missile houses both artificial intelligence components and explosive charges, they are surprisingly small and sleek. Each self-guiding device measures just over one meter in length and is constructed of a polished metallic outer casing. A single unit contains three main sections, all of which are fully armored and protected by **paratrinic** shielding. The rear propulsion unit has a flat, drilled exhaust vent that can propel the weapon to warp speeds, enabling it to cover a maximum range of 80 light years. This rear unit is the widest section, and has a number of small protruding fins around its exterior. Its upper face has a clear panel that opens up to reveal the bomb's flat rectangular primary control port, which is composed of a series of clear stud buttons. These light up in sequence to display the overall status of the device.

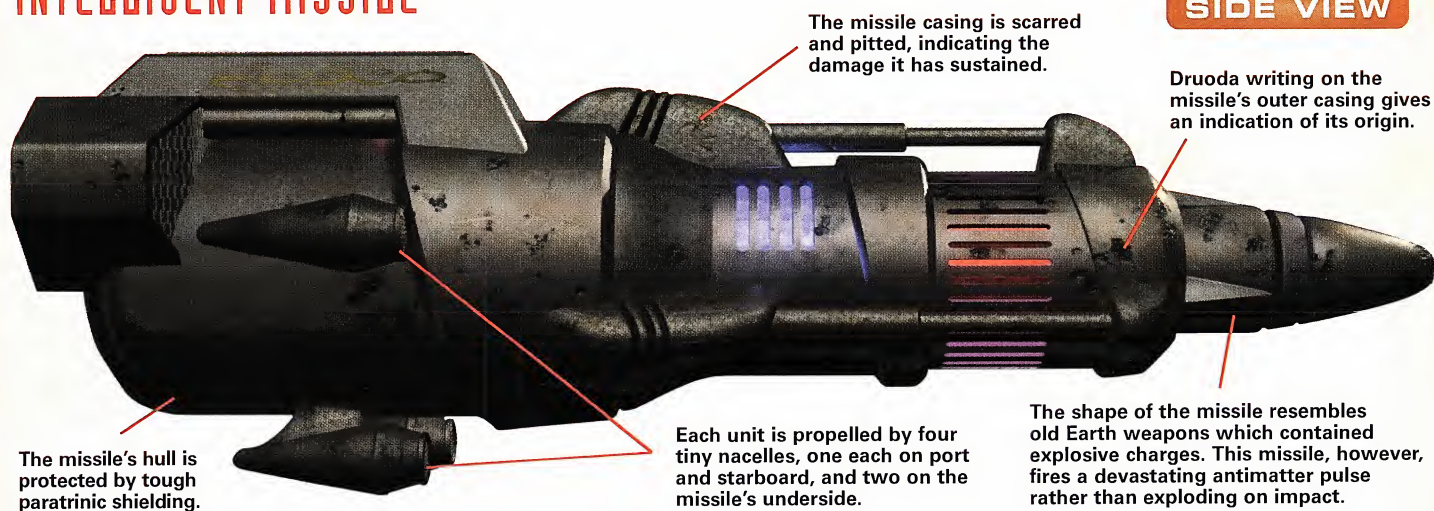
The narrower cylindrical center section



▲ Unlike the benign artificial intelligences of the **EMHs** designed for **Starfleet** starships, the **DRUODA SENTIENT MISSILES** have a sinister and destructive purpose.

connects directly onto the propulsion section. This has a series of vents, through which a pulsating blue light issues when the bomb reactivates itself through its proximity warning device, or else engages its 30-second

INTELLIGENT MISSILE



SIDE VIEW

The missile casing is scarred and pitted, indicating the damage it has sustained.

Druoda writing on the missile's outer casing gives an indication of its origin.

The missile's hull is protected by tough **paratrinic** shielding.

Each unit is propelled by four tiny nacelles, one each on port and starboard, and two on the missile's underside.

The shape of the missile resembles old Earth weapons which contained explosive charges. This missile, however, fires a devastating antimatter pulse rather than exploding on impact.

Mind of its own The **Druoda sentient missile** is more than just a bomb; its remarkable **Class-11 artificial intelligence** gives it sentience. The missile is able to make extremely fast decisions and is even capable of developing a rudimentary personality. One such weapon, discovered by the crew of the **U.S.S. Voyager NCC-74656** in 2375, suffers from amnesia after its memory core is damaged in a crashlanding. At first it is frightened and confused, but as its memory

returns it becomes determined to fulfill its mission of destruction and transfers its sentience into the ship's **EMH** program in its efforts to achieve this. The missile's ability to think and reason ultimately saves thousands of lives, as the device is able to be convinced of the need to abort its mission. It returns to its fleet and self-destructs, thus ensuring all the other missiles are destroyed along with it, and the danger they pose is neutralized.

Sentient Missile



▲ The **DRUODA SENTIENT MISSILE** is able to communicate with the crew of the **U.S.S. VOYAGER** via duotronic algorithms.

detonation cycle. A second series of vents at the front of the section reveal a rotating blue light. The accompanying audible whine that can be heard when the unit is activated contains the duotronic algorithms through which it communicates with the others.

Tough, durable, and indestructible

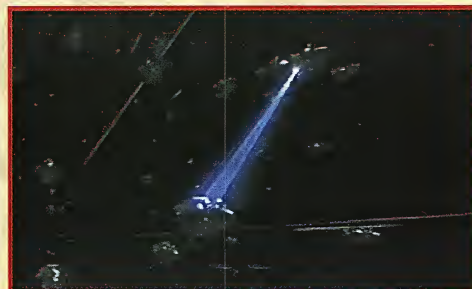
The warhead's energy matrix, which utilizes **bio-neural circuitry** to mimic human synaptic functions, generates as much power as would be needed to maintain a fleet of starships, and allows the missile to send an antimatter pulse large enough to destroy any vessel by which it feels threatened. This would usually be done automatically from inside the unit, but can be



▲ The alien warhead successfully transfers its artificial intelligence into the **VOYAGER's EMH holomatrix**.

achieved manually by means of two small oval buttons set into the side of the center section.

The bomb's forward section finishes in a long pointed nose, which fits into the center section via a smooth collar. Its computerized navigational system may be housed in this area, allowing it to follow a predetermined map or identify new targets. An EM pulse may temporarily knock out the device, although it can survive ion storms, attack, or an impact and still be able to deliver its focussed blast from 200 kilometers away. If individual units become damaged en route to their target, the bombs can even help each other via tractor beams, making them a formidable mix of intelligence and destructive potential.



▲ If any of the missiles are damaged en route to the target, others can use a tractor beam to tow them along.



▲ The missile is programmed to defend itself, and incapacitates **Seven of Nine** when she tries to disable it.

WELL-DEFENDED

Offensive tactics There are a series of four buttons on the outer casing which can be pressed to manually rearm the **Druoda sentient missile**. The device is, however, designed to protect itself from any unauthorized attempt to access its internal mechanism.



TOP VIEW

A clear panel on the top of the missile opens up to reveal a control panel.

Energy glows through vents to indicate that the weapon is active. Proximity detectors allow the missile to effectively switch itself on when it approaches its target.

The missile's tiny nacelles are located at the end of short pylons that separate them from the main body, similar to the configuration seen on most starships.

BOTTOM VIEW



'Ship in a Bottle'

Lt. Reginald Barclay releases sentient holocharacter Professor James Moriarty from his confinement in the *U.S.S. Enterprise NCC-1701-D*'s computer memory core. When the professor sets in motion an ingenious plan to leave the holodeck, he places the starship in grave danger.

CAPTAIN'S LOG
STARDATE: 46424.1

"The *ENTERPRISE* has arrived at the Detrian system to observe a unique celestial event – the collision of two planets."

U.S.S. *Enterprise NCC-1701-D* engineer Lt. Reginald Barclay runs a diagnostic on the ship's Sherlock Holmes holodeck files, after Lt. Commander Data and Chief Engineer Geordi La Forge find anomalies in one of the programs. Barclay accidentally releases troublesome holocharacter Professor James Moriarty from the computer's protected memory core. After four years in computer limbo, the professor is still sentient, and demands to speak with Captain Jean-Luc Picard immediately. It appears that Moriarty can now survive outside of the holodeck.

Dr. Beverly Crusher examines the literary villain and concludes that he has somehow become a real human being. When Picard breaks the news to Moriarty that he is traveling on a 24th-century starship, the professor asks to explore this new universe with his holodeck companion, Countess Regina Bartholomew. The captain tries to stall for time, but Moriarty manages to seize control of the *Enterprise*, leaving the crew unable to maintain a safe distance from two planets due to collide in the Detrian system.

Trapped in the holodeck

Data eventually deduces that Moriarty has merely created a holographic simulation of the *Enterprise* and its crew; Picard, La Forge, Barclay, and the android officer are actually still trapped inside the holodeck.

When the real *Enterprise* begins to fall into a gravity well, Commander William Riker appears to concede defeat. The professor and the countess are given access to the *Shuttlecraft Sakharov*, and together they depart the *Enterprise* for Meles II, the nearest inhabited planet. In fact, Riker and the *Sakharov* are part of another elaborate illusion, this one created by Picard and his officers from inside the holodeck. The two holocharacters will live out their lives oblivious to the fact that they have been confined inside a small computerized cube – a "ship in a bottle," as Picard puts it. The crew regain control of their vessel, and the *Enterprise* moves out of danger.

STARSHIP FACTS

The *Shuttlecraft Sakharov* is named after the 20th-century Russian nuclear scientist and peace campaigner Andre Sakharov.

ON SCREEN...



1 On the *U.S.S. ENTERPRISE*, Lt. Commander Data discovers that one of his favourite Sherlock Holmes holodeck programs is riddled with curious anomalies.



2 When engineer Reginald Barclay runs a diagnostic on the Holmes program, he releases holocharacter Professor James Moriarty from four years in computer limbo.



3 Moriarty demonstrates that he can now exist outside of the holodeck, and then demands that Countess Regina Bartholomew also be released from holographic captivity.



4 Captain Jean-Luc Picard speaks to the charming countess, in the vain hope that she will persuade the professor to relinquish his hold over the *ENTERPRISE*.



5 By creating another illusory reality, Picard and his fellow holodeck prisoners manage to convince Moriarty that he and the countess are free to depart the *ENTERPRISE*.



6 Moriarty's new program is left running inside a computerized cube, prompting Picard to muse that the *ENTERPRISE* and its crew may be in a similar situation.





'Aquiél'

Chief Engineer Geordi La Forge reviews personal logs recorded by the Halian officer Lt. Aquiél Uhnari. He finds himself falling in love with the impulsive young woman, despite the fact that she is the prime suspect in the murder of Lt. Keith Rocha.

The crew of the **U.S.S. Enterprise NCC-1701-D** reach the deserted **Relay Station 47**, where they find evidence to suggest that **Lt. Keith Rocha** has been killed by a **phaser** blast. Suspicion initially falls on Rocha's missing colleague, **Lt. Aquiél Uhnari**, who has left behind her pet dog, **Maura**, as well as a number of log recordings. **Chief Engineer Geordi La Forge** studies the logs, and finds frequent mention of an aggressive **Klingon** named **Morag**. **Captain Jean-Luc Picard** contacts Klingon governor **Torak** on the ship **Ou'Vat**, and gains his grudging cooperation. Torak later arrives on the *Enterprise* with a surprise guest he picked up while patrolling the border – **Aquiél Uhnari**. The lieutenant claims that she can only vaguely recall leaving the station in a shuttlecraft, after Rocha attacked her for no reason.

Dangerous attraction

La Forge finds himself increasingly attracted to the impulsive **Aquiél**, and prevents her from making a rash departure from the *Enterprise*. The couple use a **Halian Canar crystal** to establish a stronger emotional link.

Dr. Beverly Crusher examines an organic fluid sample found on the relay station, and discovers it is actually a **coalescent organism** that absorbs and mimics other life forms. Records indicate that Rocha previously served on an outpost in the remote **Triona system**, where he was presumably replaced by the organism. The creature attacked **Aquiél** because it was desperate to inhabit a new host body.

Aquiél is kept under close observation in case she has already been replaced by the creature, but **Geordi** eventually realizes that **Maura** is the real impostor. He manages to obliterate the organism with his **phaser** before it can take over its next victim.

Aquiél prepares to leave the *Enterprise* for reassignment at **Starbase 212**. **Geordi** offers to use his contacts to find her an exciting new position, but she makes it clear that she would prefer to proceed on her own merits. Instead, the couple hope that in the future their paths will cross again.

CAPTAIN'S LOG

STARDATE: 46461.3

"The *ENTERPRISE* has entered the **Ipai sector**, where we are scheduled to deliver supplies to a remote communications relay station near the **Klingon border**."

ON SCREEN...



1 On the deserted **RELAY STATION 47**, an away team from the **U.S.S. ENTERPRISE** find an abandoned pet dog, traces of organic fluid, and evidence that points to a murder.



2 Chief Engineer **Geordi La Forge** reviews logs recorded by the missing **Lt. Aquiél Uhnari**, including a number of highly personal messages sent to her sister, **Shiana**.



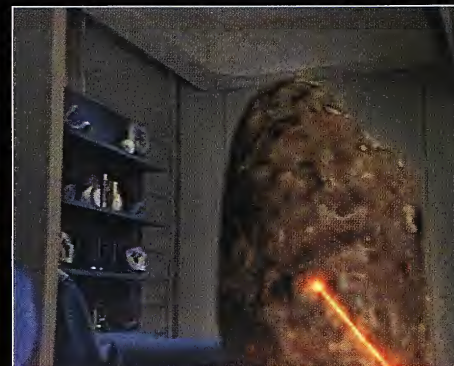
3 An aggressive **Klingon** named **Morag** admits to stealing **Starfleet** secrets from **RELAY STATION 47**, but he forcefully denies any involvement in the murder of **Lt. Keith Rocha**.



4 When **Dr. Crusher** examines the organic fluid found on the relay station, it suddenly morphs into a replica of her hand. **Beverly** soon realizes that she is dealing with a **coalescent organism**.



5 **Geordi** learns that **Aquiél's** people are partially telepathic; they use the **Halian Canar crystal** to establish an emotional link during intimate moments.



6 **Aquiél** is finally cleared of any wrongdoing when her dog, **Maura**, transforms into the **coalescent organism**. **La Forge** destroys it with his **phaser**.

STARSHIP FACTS

A **Aquiél** took the name of her pet dog **Maura** from the gothic novel '**Cold Moon Over Blackwater**.'



'The Sacrifice of Angels'

When the Dominion rulers of station *Terok Nor* finally bring down the self-replicating mines surrounding the Bajoran wormhole, all seems lost for the Federation. Captain Sisko and the crew of the *U.S.S. Defiant NX-74205* enter the wormhole and prepare to make their final stand.

'THE SACRIFICE OF ANGELS'

"I have to do everything I can to prevent the Dominion from conquering the Alpha Quadrant. If that means sacrificing my life and the lives of my crew – then so be it."

– Captain Benjamin Sisko

The Federation fleet commanded by Captain Benjamin Sisko moves toward a waiting wall of Cardassian and Jem'Hadar ships. From the bridge of the *U.S.S. Defiant NX-74205*, Sisko orders a number of *Starfleet Attack Fighters* to concentrate their fire on the Cardassian vessels; he believes the enemy can be provoked into breaking formation, thereby opening up a gap in the Dominion barricade.

On *Terok Nor*, Gul Dukat, Gul Damar, Weyoun, and the Founder leader closely monitor the confrontation. During a lull in proceedings, Damar quietly advises Dukat to have Major Kira Nerys, Leeta, and Jake Sisko placed in holding cells alongside the Ferengi saboteur Rom, thus preventing them from causing any trouble on the station during this crucial time.

Cardassian trap

The crew of the *Defiant* soon notice that two squadrons of *Hideki-class Strikers* have broken formation in order to pursue the *Starfleet Attack Fighters*. Sisko rightly suspects Dukat of engineering a trap, but he also knows there may not be another opportunity to break through to *Terok Nor*. *Galaxy Wings 91* and *93* are ordered to directly engage the *Galor-class Destroyers* lying in wait for the Federation fleet.

Back on *Terok Nor*, the female shapeshifter tells Odo the battle is going well. The Cardassians will soon bring down the self-replicating mines surrounding the Bajoran wormhole, and then thousands of Jem'Hadar reinforcements can arrive from the Gamma Quadrant. Odo is devastated to hear that Kira is also due to be executed.

In the void of space the battle rages on, as the *Defiant*, the *U.S.S. Sitak*, and the *U.S.S. Majestic* try to fight their way through the Dominion lines. The two *Miranda-class* starships are soon lost in battle, leaving the severely pounded *Defiant* to push on alone. Just when all seems lost, a fleet of Klingon ships belatedly enters the fray, buying the *Defiant* enough time to finally clear the Dominion blockade. Sisko immediately sets a course for *Terok Nor*.

At the same time, Ferengi barkeep Quark teams up with Gul Dukat's estranged daughter, Tora Ziyal, to release their friends

ON SCREEN...



1 The battle between the Federation and the Dominion gets under way. A number of *STARFLEET ATTACK FIGHTERS* try to goad the Cardassians into breaking formation.



2 On *TEROK NOR*, Gul Dukat and Gul Damar monitor the conflict. Dukat decides to give Captain Sisko the opening he is seeking, then close it on him in a trap.



3 *Galaxy Wings 91* and *93* engage the Cardassian ships lying in wait for the Federation, while the other *Starfleet* vessels try to break through the Dominion frontlines.



4 The female shapeshifter inadvertently reawakens Odo's sympathy for his 'solid' friends when she tells him that Major Kira Nerys will soon be executed for war crimes.



5 The *U.S.S. MAJESTIC* and the *U.S.S. SITAK* fall to the Dominion fleet, but Klingon reinforcements arrive just in time to protect the battered *U.S.S. DEFiant*.



6 Quark quietly sneaks up on Gul Dukat's daughter, Tora Ziyal. He convinces her to help him free their friends and relatives from the station's heavily guarded holding cells.





'The Sacrifice of Angels'

and relatives from a set of heavily guarded holding cells. Kira and her fellow freedom fighters then hatch a last-minute plan to disable the station's computer core, thereby sabotaging the all-important emitter array.

Rom and the major try to silently pass their way through the station, but are swiftly beaten back into a cargo bay by Cardassian security teams. The two rebels prepare to make their final stand, only to find that Odo has, at last, renewed his allegiance to the Federation cause and rushed to their aid. Unfortunately, the constable's intervention comes too late to prevent the Cardassians from obliterating the wormhole minefield, even though Rom does succeed in deactivating the station's entire weapons array. This act of defiance prevents Gul Dukat from launching a strike against the *Defiant*.

Into the wormhole

Sisko aborts the attack on *Terok Nor* and sets a new course straight for the heart of the wormhole, bringing the *Defiant* to a full stop directly in front of the oncoming Jem'Hadar reinforcements. Before battle commences, the captain suddenly finds himself in the presence of the non-linear aliens who inhabit the wormhole. The **Prophets** communicate with Sisko in their usual oblique fashion, telling him that he is not yet ready to sacrifice his corporeal existence, and that "The game must not end."

The captain reminds the aliens that they once claimed to be "of Bajor," and pleads with them to protect their loyal followers from the Dominion. The Prophets warn the **Emissary** that their involvement comes with a penance attached, closing this encounter with a mysterious declaration – "The Sisko is of Bajor, but he will find no rest there. His **pagh** must follow another path."

The captain is returned to the bridge of the *Defiant* and the crew watch in astonishment as the Prophets cause the entire fleet of Jem'Hadar ships to vanish into thin air. Dukat and his partners are also perplexed when the wormhole reopens and only the *Defiant* emerges. The threat of further Federation ships converging on the defenseless station prompts the Dominion rulers to initiate evacuation procedures; their ships are ordered to fall back to Cardassian territory.

Ziyal refuses to leave with her father, and admits that she helped Kira and the others to escape. Before Dukat can take in this new betrayal, Damar emerges from the shadows. When he fails to persuade his leader to flee the station without Ziyal, he decides to resolve the issue by firing his **phaser** directly at the young woman.

The Federation fleet slowly gathers around the station once again known as **Deep Space Nine**. Sisko and his officers are given a heroes' welcome; Commanders

Worf and **Dax** mark their reunion with a lingering embrace, **Dr. Julian Bashir** and **Chief Miles O'Brien** start planning their next **holosuite** visit, and Sisko and **General Martok** vow to seal their victory with a barrel of **Klingon bloodwine**. Only **Garak** has little to celebrate, paying his last respects

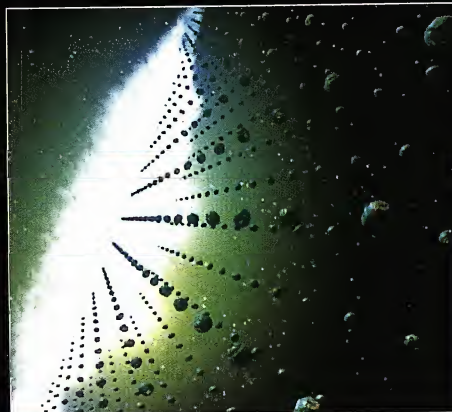
to Ziyal in the Infirmary with an equally distraught Major Kira by his side.

Gul Dukat appears to have descended into madness, and is meekly led away to a holding cell. Sisko takes a moment to wrest his baseball from out of Dukat's weak grasp – the captain is at last back where he belongs.

ON SCREEN...



7 Odo decides he is not yet ready to join the Great Link, and rushes to the aid of Rom and Kira. The rebels then try to disable the station's main power supply.



8 After months of research, the Cardassians finally succeed in destroying the self-replicating minefield erected around the Bajoran wormhole.



9 The loss of the minefield forces Sisko to change his plans. The captain takes the *DEFIANT* right into the heart of the wormhole, ready to make a final stand against the Jem'Hadar reinforcements.



10 The wormhole aliens summon Sisko and agree to intervene in the conflict. The Prophets cause the Jem'Hadar reinforcements to disappear, leaving the defenseless *TEROK NOR* ripe for retaking.



11 The Dominion soon beat a hasty retreat from *TEROK NOR*. The crew of the *DEFIANT* are rewarded with a heroes' welcome upon their return to the station.



12 Major Kira quietly mourns the loss of her friend Ziyal. At the same time, the now-insane Gul Dukat is meekly led away to a station holding cell.

STARSHIP FACTS



Rom is a little disturbed to learn that Nog's promotion to the rank of ensign means that his son now outranks him.

S continued

Scalos This beautiful **Class-M** planet was covered with urban architecture but, by 2268, apparently had no inhabitants. A natural disaster altered Scalosian water so that anyone ingesting it became **hyperaccelerated**. The few remaining Scalosians were impervious to sensor detection, enabling them to commandeer passing starships as part of a complex scheme to procreate. (*Starship Log*: 'Wink of An Eye' [TOS]) **SEE FILES 18, 60, 68**

scanners SEE sensors

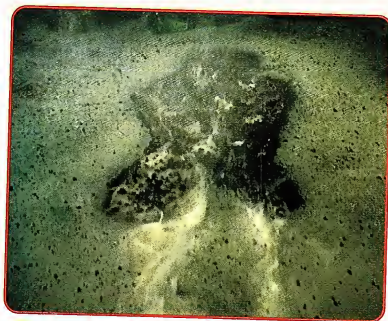
Scathos This **Alpha Quadrant** species is listed in the **EMH** database aboard the **U.S.S. Voyager NCC-74656**. The Scathos put a woman to death if she becomes pregnant before turning 40 years of age. (*Starship Log*: 'Elogium' [VOY]) **SEE FILE 71**

scavenger aliens A gang of humanoid aliens trapped on a desolate world in a **subspace pocket** of the **Delta Quadrant**. These foragers used **photon grenades** to penetrate **Noss's** forcefield. (*Starship Log*: 'Gravity' [VOY]) **SEE FILE 71**

Scharn In a false memory experienced by **Seven of Nine**, Scharn was a female **Entharan** who helped **Kovin** attach Seven to a **bioablation pump**, stimulated her **assimilation tubules**, and harvested **nanoprobes**. (*Starship Log*: 'Retrospect' [VOY]) **SEE FILE 71**

Schmitter

This **pergium** miner on **Janus VI** was killed in 2267 by the **Horta**, a native creature which doused him with the same acid-like compound it used to cut through solid rock. (*Starship Log*: 'Devil in the Dark' [TOS]) **SEE FILES 7, 68**



▲ The Horta killed Schmitter with an acidic compound that left only a steaming silhouette of the miner's body on the ground.

Scholar/Artist

The role assumed by one member of mediator **Riva's** translating chorus. The Scholar/Artist combined logic and judgment with the dreamer. He was killed on **Solais V** in 2365. (*Starship Log*: 'Loud as a Whisper' [TNG]) **SEE FILES 18, 69**

schplict

This active-culture food product from **Napinne** is also known as **grakel milk**, and can be made into cheese. It provided a breeding ground for a virus that infected the **bio-neural gel packs** of the **U.S.S. Voyager NCC-74656** on **Stardate 48846**, causing serious malfunctions. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILES 29, 71**



▲ Captain James T. Kirk became hyperaccelerated after drinking Scalosian water. In his altered state, Kirk's phaser fired a sluggish beam that Deela, Queen of the Scalosian people, was able to sidestep with ease.

Schweitzer, Dr. Albert

The **EMH** aboard the **U.S.S. Voyager NCC-74656** selected this name for himself during his first mission outside sickbay, in the **holodeck's** 'Beowulf' program. Schweitzer rescued **Harry Kim**, **Tuvok**, and **Chakotay** from a trapped photonic energy formation. (*Starship Log*: 'Heroes and Demons' [VOY]) **SEE FILES 56, 71**



▲ The U.S.S. VOYAGER NCC-74656's EMH decided against using the name Schweitzer after the death of Freya. He feared the name would remind him of her.

Science Lab 4

This small laboratory on **Deep Space Nine** was used by **Chief O'Brien** in 2373, in an attempt to decipher an **Idanian data crystal**. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILES 43, 70**

science officer

A crew member holding this position is charged with gathering scientific data and providing analysis to the commanding officer. **Spock** was science officer on the **U.S.S. Enterprise NCC-1701**, **Data** was the science officer on the **U.S.S. Enterprise NCC-1701-D**, and **Jadzia Dax** was **Deep Space Nine's** science officer. **Tuvok** served under **Captain Hikaru Sulu** as a junior science officer on board the **U.S.S. Excelsior NCC-2000**, and **Kathryn Janeway** was a science officer under the command of **Admiral Paris** aboard the **U.S.S. Al-Batani NCC-42995**. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 19, 43, 68, 69, 70, 71**

Science Station 402

This **Federation** science facility, located in the **Kohlan system**, seemed the appropriate place to deliver the mysterious **Cytherian probe** in 2367. The probe subsequently initiated **first contact** with the benevolent **Cytherians**. (*Starship Log*: 'The Nth Degree' [TNG]) **SEE FILES 42, 69**

Science Station Delta Zero Five

This remote scientific outpost on a planet near the **Romulan Neutral Zone** was destroyed in 2364 by unknown forces. The **Federation** initially suspected the **Romulans**, but the **Borg** were later found to be responsible. (*Starship Log*: 'The Neutral Zone' [TNG]) **SEE FILE 69**

Scalos
scanners
Scathos
scavenger aliens
Scharn
Schmitter
Scholar/Artist
schplict
Schweitzer, Dr. Albert
Science Lab 4
science officer
Science Station 402
Science Station Delta Zero Five
scorchor
Scott, Montgomery
Scott, Tryla
scout ship, Romulan
scout ship, Starfleet
screech rhino
Scrolls of Andra
Scrolls, The
Scylla sector
Sea of Clouds
seamer
Sean
Sebarr
Secarus system



▲ Seven misinterpreted repressed memories from her time in the Borg collective. She believed she had been violated by the Entharans Kovin and Scharn.



▲ Riva's chorus consisted of Scholar/Artist, Woman, and Warrior/Adonis. The Scholar/Artist spoke for the intellect and the dreamer.

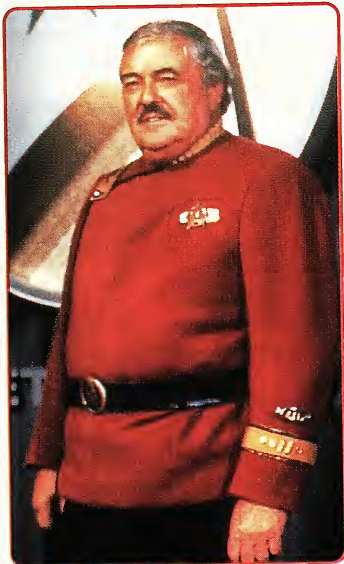


scorcher

A form of directed energy weapon. **Kor** was once injured by a scorcher, leaving a permanent burn scar on his 14th rib. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 48, 70**

Scott, Montgomery

This **Starfleet** officer with a love of technical manuals was the chief engineer and second officer of the first two starships to be named **Enterprise**. Also known as **Scotty**, he was often referred to as a miracle worker for holding the ship together and effecting repairs in the nick of time. Scotty was believed dead after the transport ship **U.S.S. Jenolen NCC-2010** disappeared in 2294, while en route to a retirement community at the **Norpin colony**. The **Jenolen** had actually crashed on the surface of a **Dyson sphere**, and Scotty had survived by suspending himself in a **transporter** beam. He was rescued in 2369 by the **U.S.S. Enterprise NCC-1701-D** crew, who later provided him with a shuttlecraft so that he could continue his space exploration. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; *Star Trek: The Motion Picture*; 'Relics' [TNG]) **SEE FILES 20, 31, 43, 68, 69, 72, 73, 74, 75, 76, 77, 78**



▶ **Montgomery Scott was the chief engineer of the U.S.S. ENTERPRISE NCC-1701, from 2266 until its destruction in 2285, and its successor, the U.S.S. ENTERPRISE NCC-1701-A, from 2286 until 2293. He was renowned for his immense skills and technical ingenuity.**

Scott, Tryla

The youngest person ever to achieve the rank of captain, Scott was considered one of **Starfleet's** most promising officers. In 2364, she became a victim of the alien parasites who almost won control of **Starfleet**. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILE 69**

scout ship, Romulan

This vessel was first seen in 2366, after it crashed on **Galenorndon Core**. The *scout ship* had **warp engines** that allowed it to undertake extended surveillance missions. The **Romulan** defector **Alidar Jarok** chose a *scout ship* to travel from Romulan to



United Federation of Planets space. (*Starship Log*: 'The Enemy' [TNG]) **SEE FILES 35, 49, 69**

▶ **The Romulan scout ship was fitted with a cloaking device, enabling it to carry out extended covert surveillance missions in enemy space.**

scout ship, Starfleet

This long-range shuttle featured a streamlined profile and was able to maneuver in an atmosphere as well as in the void of space. In 2375, **Data** used a *scout ship* to attack both the **Son'a Mission Scout Ship** and a **Federation** shuttlecraft piloted by **Captain Jean-Luc Picard**, after he learned of the Federation-Son'a plot to relocate the **Ba'ku**. (*Starship Log*: *Star Trek: Insurrection*) **SEE FILES 32, 80**

screech rhino

A large, thick-skinned beast. **Jadzia Dax** claimed a communications holofilter on the **U.S.S. Defiant NX-74205** could alter **Benjamin Sisko's** viewscreen image to anything – even a 3000-tonne screech rhino. (*Starship Log*: 'Second Skin' [DS9]) **SEE FILE 70**

Scrolls of Ardra

This collection of papers contains the **Contract of Ardra**. The Scrolls were stored in the **Atheneum vaults** on **Ventax II** until Ardra returned to collect her payment in 2367. (*Starship Log*: 'Devil's Due' [TNG]) **SEE FILES 18, 69**



▶ **As detailed in the Scrolls bearing her name, Ardra returned to enslave the population of Ventax II in 2367, but was revealed to be a fake.**

Scrolls, The

These religious texts of the **Delta Quadrant Drayan** civilization include the message that death is not to be feared, because after the body is gone the energy within lives on. (*Starship Log*: 'Innocence' [VOY]) **SEE FILES 18, 71**

Scylla sector

This region of space is the general location of **Starbase 515**, near the **Epsilon IX Sector**. **Jean-Luc Picard** and **Wesley Crusher** shared a shuttlecraft ride to the Scylla sector in 2365. (*Starship Log*: 'Samaritan Snare' [TNG]) **SEE FILE 69**

Sea of Clouds

This area on Earth's moon is located between **Tycho City** and **Mare Cognitum**. **Dorian Collins** and her father would often don environmental suits and trek to its western rim in order to watch the monthly sunrise. (*Starship Log*: 'Valiant' [DS9]) **SEE FILE 70**

seamer

This hand tool was used by **Garak** in his tailoring business to attach two pieces of fabric together. Using the seamer is often referred to as 'sewing,' despite the absence of needle and thread. (*Starship Log*: 'Afterimage' [DS9]) **SEE FILE 70**

▶ **As a 24th-century tailor, Garak eschewed the traditional needle and thread in favor of the more efficient seamer. This allowed him to produce high quality garments in far less time than would normally be expected.**



Sean

This word translates as 'swamp' in the **Bajoran** language. **Miles O'Brien** considered the popular human name Sean for his son, in honor of his ancestor **Sean Aloysius O'Brien**, until he was told of the unflattering translation. (*Starship Log*: 'Let He Who is Without Sin ...' [DS9]) **SEE FILE 70**

Sebarr

This male zoologist conducted an agrobiological study of **Bajor's** valleys in 2371. Sebarr became good friends with team member **Keiko O'Brien** and advised her on how to handle her husband **Miles**. (*Starship Log*: 'Fascination' [DS9]) **SEE FILE 70**

Secarus system

This star system was home to the **Albino**, who lived there in secret for almost 25 years. In 2370, **Jadzia Dax**, **Kang**, **Koloth**, and **Kor** found and killed the Albino on **Secarus IV**. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 48, 70**

S continued

Second Fleet

The designation given to a portion of **Starfleet's** spacecraft involved in the **Dominion war**. In 2374, **Benjamin Sisko** proposed using some of the Second, Fifth, and Ninth fleets to wrest **Deep Space Nine** from the **Cardassians** and their Dominion allies. The plan was approved by admirals **Ross**, **Sitak**, and **Coburn**. It succeeded, albeit with heavy losses. (*Starship Log*: 'Favor the Bold' [DS9]) **SEE FILE 70**

Second Klingon Dynasty

This period in **Klingon** history chronicles the years in which **Emperor Reclaw** reigned. Reclaw's daughter, **Shenara**, was thought to be an ancestor of **General Martok's** wife, **Sirella**. Reclaw's rule ended when **General K'Trelan** assassinated him. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILES 11, 48, 70**

second officer

This officer is next in the chain of command aboard **Federation** starships when both the first officer and captain are absent. On the **U.S.S. Enterprise NCC-1701**, **Mr. Scott** was second officer, while **Data** assumed the post aboard the **U.S.S. Enterprise NCC-1701-D**. **Tuvok** was second officer on the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Caretaker' [VOY]) **SEE FILES 19, 43, 68, 69, 71**

In his role as second officer, Tuvok took command of the U.S.S. VOYAGER NCC-74656 for several weeks in 2372.



Second Order

This designation was given to a division of the **Cardassian** military. **Gul Dukat** was in charge of the Second Order in 2371, when **Thomas Riker** hijacked the **U.S.S. Defiant NX-74205** and violated Cardassian space. (*Starship Log*: 'Defiant' [DS9]) **SEE FILES 13, 70**

secondary plasma conduit

These backup conduits are part of a starship's **electroplasma distribution system**. The conduits are made of **nanopolymers** and **nitrium**. In an alternate quantum reality, an exploding secondary plasma conduit killed **Geordi La Forge**. (*Starship Log*: 'Parallels' [TNG]) **SEE FILES 25, 69**

Section 31

This ultra-secret, amoral group operates within **Starfleet** and handles perceived dangers to the **Federation**. Section 31 agent **Luther Sloan** attempted to recruit **Julian Bashir** on a number of occasions, firstly in 2374, and later in 2375, when the doctor was taking part in a conference on **Romulus**. Bashir later used Section 31 to cure the **Founders** of the genetically-engineered virus designed to kill them. (*Starship Log*: 'Inquisition' [DS9]) **SEE FILES 19, 43, 70**



Starships from the Second Fleet helped to increase the size of the Federation fleet that engaged Cardassian and Jem'Hadar vessels in 2374.

Section M

Jake Sisko determined that this area in **Deep Space Nine's** Habitat Ring would be the ideal location for his first apartment. Section M was on the opposite side of the station from his father's quarters. (*Starship Log*: 'The Ascent' [DS9]) **SEE FILES 27, 44, 70**

Sector

The name given to an area of space covering roughly 20 light-years and encompassing an average of six to 10 star systems. Earth is located in **Sector 001**. (*Starship Log*: 'The Immunity Syndrome' [TOS]; 'The Neutral Zone' [TNG]; 'Eye of the Needle' [VOY]) **SEE FILES 3, 4, 68, 69, 71**

security anklet

This **Starfleet** device encircles the ankle of a minimum security prisoner. The anklet continuously reports the offender's location, and summons authorities if its locking mechanism is tampered with. (*Starship Log*: 'Caretaker' [DS9]) **SEE FILES 7, 70**

security bypass module

This illegal equipment enables security protocols to be subverted. **Bajoran** zealot **Neela** used such a unit to enter **Deep Space Nine's** **Runabout Pad A** during preparations to murder **Vedek Bareil** in 2369. Neela also programmed **security field subsystem ANA**, which was classified under the name of **Chief O'Brien**, to give her control of force fields near Runabout Pad A. (*Starship Log*: 'In the Hands of the Prophets' [DS9]) **SEE FILES 47, 70**

Security Protocol 28

This part of **Starfleet's** General Orders and Regulations includes Subsection D, which states, "In the event of hostile takeover of a starship, the **Emergency Medical Hologram** is to deactivate and wait for rescue." (*Starship Log*: 'Message In A Bottle' [VOY]) **SEE FILE 71**

security sensor

This passive detection system was installed in **Deep Space Nine's** airlocks to scan incoming visitors for weapons which were not allowed on the station. The **Hunters'** sporting armaments triggered the automatic alarm in 2369. (*Starship Log*: 'Captive Pursuit' [DS9]) **SEE FILES 27, 70**

Seelee, Officer

This female officer worked for **Constable Odo**. Her job performance began to deteriorate noticeably in 2370, due to an emerging relationship with **Lt. Strek**. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILE 70**

Second Fleet
Second Klingon Dynasty
second officer
Second Order
secondary plasma conduit
Section 31
Section M
Sector
security anklet
security bypass module
Security Protocol 28
security sensor
Seelee, Officer
Sefalla Prime
sehlat
seismic regulator
Sek
Sela
Selar, Dr.
Selay
Selcundi; Drema sector
Seldonis IV Convention
Selebi Asteroid Belt
selenium
Seleya, Mount
self-destruct sequence
self-replicating mine
self-sealing stem bolt
selgninaem
seloh



Luther Sloan was a senior member of Section 31. This mysterious group often took action against anyone who they believed posed a threat to the security of the Federation.



The EMH Mark II aboard the U.S.S. PROMETHEUS NX-59650 tried to instigate Security Protocol 28 after the ship was captured by a group of Romulans in 2374.



Sefalla Prime

This inhabited **Class-M** planet is located in the same sector as **Bajor**. When **Draylon II** was offered to **Haneek** as a place for the **Skreeans** to colonize, one of the selling points was its proximity to Sefalla Prime. (*Starship Log: 'Sanctuary' [DS9]*) **SEE FILE 70**

sehlat

This native **Vulcan** animal resembles a fat teddy bear and sports six-inch fangs. **Spock's** mother, **Amanda**, told **Dr. McCoy** that her son owned a pet sehlat as a youngster. (*Starship Log: 'Journey to Babel' [TOS]*) **SEE FILES 8, 43, 68**

seismic regulator

This earthquake control equipment was used on Earth in the 24th century. Engineers who were investigating seismic regulator malfunctions under San Francisco discovered the problem was the result of **trilic wave interference**, and also stumbled upon **Data's** dismembered head. (*Starship Log: 'Time's Arrow', Part I [TNG]*) **SEE FILE 69**

Sek

This **Vulcan** male is the son of **Tuvok** and **T'Pel**. Sek has two brothers and a sister. By 2374, Sek had made Tuvok a grandfather, and named his daughter, **T'Meni**, after Tuvok's mother. (*Starship Log: 'Hunters' [VOY]*) **SEE FILES 43, 71**



Sela

This officer is the daughter of former **U.S.S. Enterprise NCC-1701-D** security officer **Natasha Yar** and a **Romulan** official. In 2368, Sela orchestrated unsuccessful efforts to undermine **Gowron's** control of the **Klingon High Council** and planned an attack on the planet **Vulcan**. (*Starship Log: 'The Mind's Eye' [TNG]*) **SEE FILES 5, 49, 69**

◀ Sela came into contact with the crew of the **U.S.S. ENTERPRISE NCC-1701-D** on a number of occasions, but showed none of the humanity that was displayed by her mother, **Tasha Yar**.

Selar, Dr.

This **Vulcan** doctor served on the **U.S.S. Enterprise NCC-1701-D** from 2365 until 2370. Selar treated **Dr. Ira Graves**, but the cyberneticist was already too close to death, and nothing could be done to save him. (*Starship Log: 'The Schizoid Man' [TNG]*) **SEE FILES 25, 43, 69**



Selay

This name was given to both a planet and its advanced, reptilian inhabitants in the **Beta Renner system**. In 2364, the Selay applied for **Federation** membership, despite ongoing hostilities with their neighbors, the **Anticans**. (*Starship Log: 'Lonely Among Us' [TNG]*) **SEE FILES 18, 69**

▶ The Selay and their enemies, the Anticans, came aboard the **U.S.S. ENTERPRISE NCC-1701-D** to discuss their differences.

Selcundi Drema sector

This area of space contains five planetary systems, including **Selcundi Drema** and **Benev Selec**, all noted for geological instability due to large **dilithium** deposits. **Selcundi Drema V** was destroyed in approximately 2215, creating an asteroid field. In 2365, the **U.S.S. Enterprise NCC-1701-D** was the first manned **Starfleet** vessel to map the sector. **Wesley Crusher's** first command put him in control of mineral surveys throughout the sector. (*Starship Log: 'Pen Pals' [TNG]*) **SEE FILES 43, 69**



Seldonis IV Convention

This pact, much like Earth's Geneva Convention, established standards for humane handling of prisoners of war. The **Cardassians** had signed the convention, but **Gul Madred** ignored it and tortured **Jean-Luc Picard** in 2369. (*Starship Log: 'Chain of Command', Part II [TNG]*) **SEE FILES 50, 69**

▶ The Cardassians signed the Seldonis IV Convention, but despite this Gul Madred used torture to try and extract information from Captain Picard in 2369.

Selebi Asteroid Belt

In 2366, the **U.S.S. Enterprise NCC-1701-D** charted this collection of asteroids located in **Sector 396**. (*Starship Log: 'The Offspring' [TNG]*) **SEE FILE 69**

selenium

This chemical element can appear in several forms. The **Lambda Paz** sentry used a type of vitreous selenium to cocoon anyone who tried to disturb its source of water. In 2373, the **Maquis** stole selenium to make **cobalt diselenide**, a deadly biogenic agent. (*Starship Log: 'Final Mission' [TNG]; 'For the Uniform' [DS9]*) **SEE FILES 69, 70**

Seleya, Mount

This holy mountain on the planet **Vulcan** is where the spirit, or **katra**, of the dead are kept. **Spock's** katra and his reborn physical form were taken to Mount Seleya in 2285 for the **fal-tor-pan** ceremony, in which his body and soul were reunited. (*Starship Log: 'Star Trek III: The Search for Spock'*) **SEE FILE 8, 43, 74**

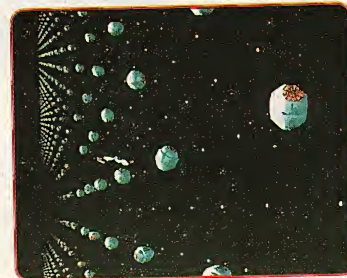
self-destruct sequence

SEE Destruct sequence

self-replicating mine

This small mine was equipped with a cloaking device and a **replicator** unit that allowed it to instantaneously replace any neighboring mines that were destroyed. In 2373, 1000 self-replicating mines formed a net in front of the **Bajoran** wormhole to temporarily halt a **Dominion** incursion into the **Alpha Quadrant**. (*Starship Log: 'A Call to Arms' [DS9]*) **SEE FILES 60, 70**

▶ Self-replicating mines were deployed to prevent Dominion reinforcements from coming through the Bajoran wormhole.



self-sealing stem bolt

The captain of a **Lissepian** freighter traded 100 gross of self-sealing stem bolts for 5000 wrappages of **yamok sauce** in 2369. Self-sealing stem bolts were used by **Emi** in 2371, to increase production of **reverse-ratcheting router planers** three-fold. (*Starship Log: 'Progress' [DS9]*) **SEE FILE 70**

selgninaem

This extremely poisonous substance is not detectable by normal **Starfleet** scans, a trait it shares with the substance **lucrovexitrin**. Selgninaem exists in oxygen-rich atmospheres, and changes its molecular structure after coming into contact with glass. (*Starship Log: 'Hollow Pursuits' [TNG]*) **SEE FILE 69**

seloh

The **Klingon** word for sex. **Kahlest** was sure **K'mpec** would remember her in 2366, because in his younger days he wanted seloh with her and she turned him down. (*Starship Log: 'Sins of the Father' [TNG]*) **SEE FILES 11, 69**